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LOST ODYSSEY™

BASED ON A GAME RATED BY THE ESRB TEEN T

feel plus

MISTWALKER

Microsoft game studios

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LOST ODYSSEY™

PRIMA OFFICIAL
GAME GUIDE

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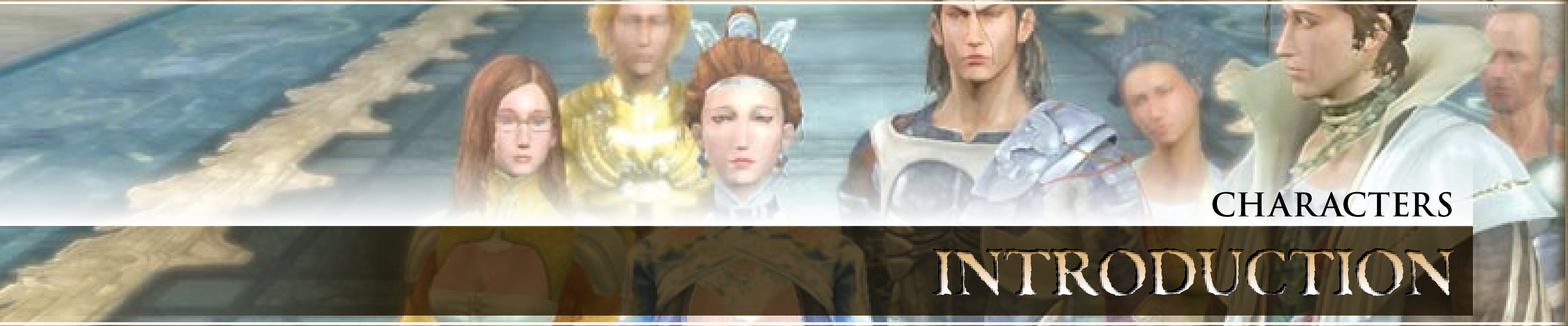


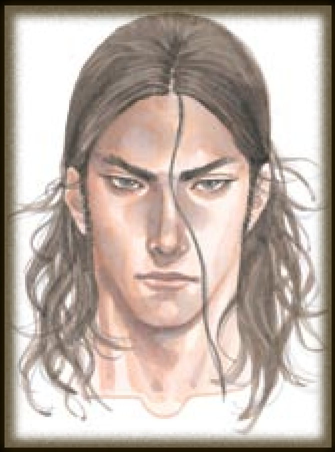
CHARACTERS

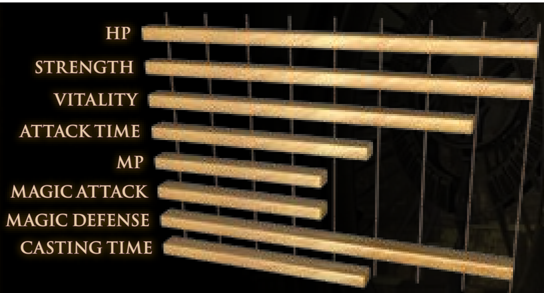
INTRODUCTION

Brought together by coincidence and bound together by a common enemy, Kaim Argonar and his group are anything but ragtag: current and former monarchs as well as mysterious and powerful immortals have joined up to fight the forces of evil.

During their adventure each character will become more powerful. The characters' basic attributes (presented in this section) provide a rough outline for how they will advance as they gain levels; the higher the grade, the faster the corresponding statistic will grow. Mortals learn skills as they progress, as indicated on their Skill Advancement charts; immortals gain new skills only by learning them from their mortal allies. Some skills are effective automatically (indicated by a dash in our charts), but other skills must be activated in battle and may cost MP to use. The Skill Advancement charts show the MP cost to use those moves during combat.

KAIM ARGONAR



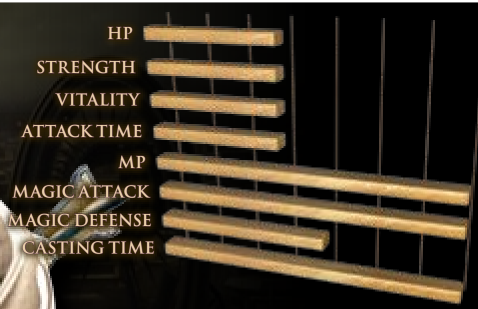


Beginning Stats

Level	10
HP	370
MP	20
Attack	111
Defense	61
Strength	111
Vitality	61
Attack Time	4
Accuracy	84
Magic Attack	82
Magic Defense	16
Casting Time	5
Evade	7

Lieutenant Kaim Argonar has been serving in the Uhran military for as long as he can remember, which isn't a very long time at all. In the recent tragic battle against the Khent army, Kaim fought heroically, and after its apocalyptic conclusion, Kaim found himself as the only survivor and without his memories. For the immortal Kaim, a loss of memory is a blessing; every time he dreams, he recollects a piece of his past—a past he knows is filled with pain and sorrow. Now Kaim returns to Uhra to find the nation in disarray. He senses that his own history is tied to the political situation in Uhra, and as he continues to work for his country, he will learn more about himself, as well.

JANSEN FRIEDH



As the lackey of Gongora, the royal advisor of Uhra, Jansen has lived an easy, sheltered life—he spends his days doing Gongora's dirty work and his nights doing his own. The wisecracking Jansen spends a remarkable amount of energy complaining about having to do real work, leaving little strength to actually do any. But Jansen has managed to learn a bit of magic, making him a valuable member of the team when Gongora orders him to tag along. There's something fishy about Jansen, though, and Kaim and Seth know it—they keep one eye on the trail and one eye on their shifty teammate. Jansen's loyalties may run only as deep as his pockets, and when the money runs out, so might his obedience to Gongora . . .

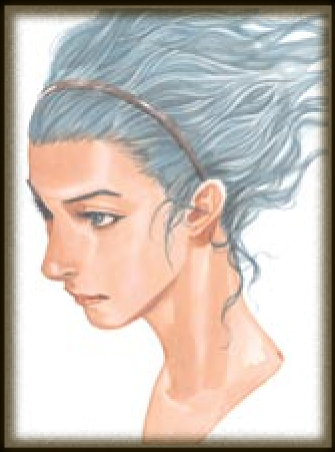
Beginning Stats

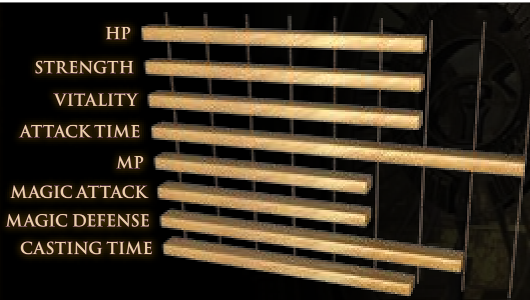
Level	10
HP	150
MP	50
Attack	42
Defense	26
Strength	42
Vitality	26
Attack Time	7
Accuracy	76
Magic Attack	221
Magic Defense	7
Casting Time	2
Evade	4

Skill Advancement

Lv	Skill	MP Cost
10	Steal	0
10	Lv1 White Magic	N/A
10	Lv1 Black Magic	N/A
10	Lv2 Black Magic	N/A
13	Factual Analysis	—
16	Lv2 White Magic	N/A
19	Lv3 Black Magic	N/A
22	Absorb Transfer	—
25	Lv4 Black Magic	N/A
28	Lv5 Black Magic	N/A
31	2 Accessories	—
34	Lv6 Black Magic	N/A
37	Black Staff	—
40	Drain Shower	—
43	Lv7 Black Magic	N/A
49	Lv8 Black Magic	N/A
52	Double-Cast	—

SETH BALMORE





Beginning Stats

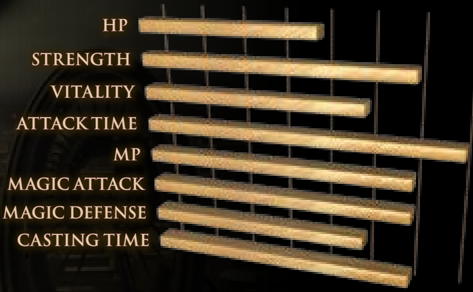
Beginning Stats	
Level	10
HP	310
MP	20
Attack	103
Defense	58
Strength	103
Vitality	58
Attack Time	1
Accuracy	88
Magic Attack	95
Magic Defense	14
Casting Time	4
Evade	10

Despite her youthful and exuberant disposition, Seth Balmore is, like Kaim, an immortal who's a thousand years old. Unlike Kaim, she hasn't usually found herself on the right side of the law. A high-seas pirate by trade, Seth shows the fearlessness of someone who has seen danger many times and has lived to tell about it. But while her demeanor reflects her exploits, she is at a loss to recall them, for she too has lost her memories.

When Kaim is sent to investigate the cause of the tragedy that wiped out both the Uhra and Khent armies, he suggests that Seth should accompany him—a sign that there is a an unspoken bond between them.

CHARACTERS

MACK



Although Cooke might be the responsible sibling, her brother Mack is definitely the more adventurous. It is evident right away that there's something special about Mack—his bond with his mother persists even in her failing health. In addition, Mack has an unusual sense for magic that drives him toward a goal he's too young to understand. Mack is small still, but his aggressiveness makes him a strong fighter in spite of his size. He's also a versatile ally, capable both of wielding his discus-shaped weapon and of casting Spirit Magic spells.

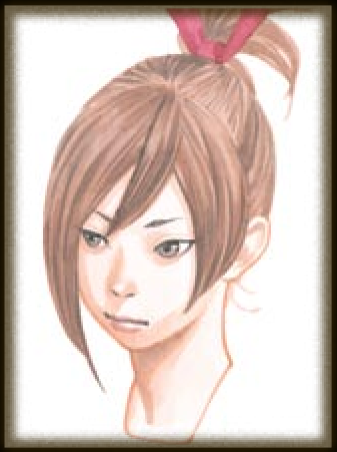
Beginning Stats

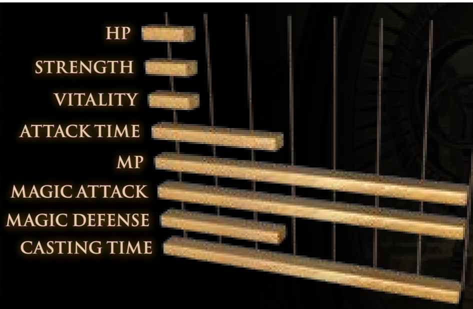
Level	15
HP	410
MP	80
Attack	138
Defense	74
Strength	138
Vitality	74
Attack Time	2
Accuracy	84
Magic Attack	229
Magic Defense	11
Casting Time	4
Evade	7

Skill Advancement

Lv	Skill	MP Cost
15	Power Hit	10
15	Lv1 Spirit Magic	N/A
15	Combo	10
15	Lv2 Spirit Magic	N/A
15	Wall	10
16	Counter	—
19	Lv3 Spirit Magic	N/A
22	Taunt	5
25	Lv4 Spirit Magic	N/A
28	Lv5 Spirit Magic	N/A
31	Spell Counter	—
34	Lv6 Spirit Magic	N/A
37	Walla	30
40	Stand Firm	5
43	Lv7 Spirit Magic	N/A
46	3 Combo	30
49	Lv8 Spirit Magic	N/A
52	Wallus	50

COOKE





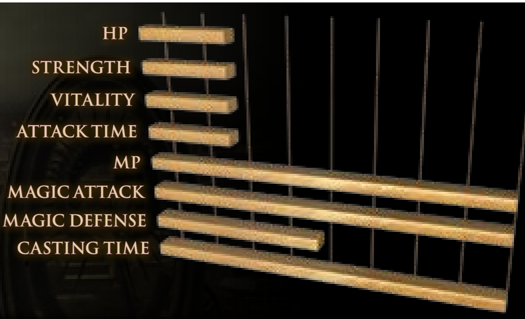
Beginning Stats	
Level	15
HP	230
MP	100
Attack	62
Defense	36
Strength	62
Vitality	36
Attack Time	7
Accuracy	7
Magic Attack	258
Magic Defense	6
Casting Time	2
Evade	10

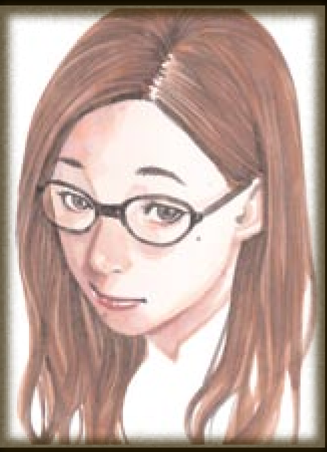
Though she might look the same age as her younger brother Mack, Cooke's sense of responsibility coupled with her overall maturity strongly reflect her status as the elder sibling. As the health of Cooke's mother worsens, Cooke has had to take care of herself and her brother. When Kaim meets Cooke and the two discover the nature of their close relationship, Cooke is hesitant to embrace it. But she shows no hesitation in idolizing the renowned pirate Seth Balmore, whose reputation obviously precedes her.

Skill Advancement

Lv	Skill	MP Cost
15	Lv1 White Magic	N/A
15	Casting Support	20
15	Angel Heart	—
15	Lv2 White Magic	N/A
15	Concentrate	10
16	Prayer	0
19	Lv3 White Magic	N/A
22	Mental Stability 1	—
25	Lv4 White Magic	N/A
28	Lv5 White Magic	N/A
31	Reduce Casting Time 1	—
34	Lv6 White Magic	N/A
37	White Staff	—
40	MP Convert	0
43	Lv7 White Magic	N/A
46	Reduce Casting Time 2	—
49	Lv8 White Magic	N/A
52	Mental Stability 2	—

SARAH SISULART





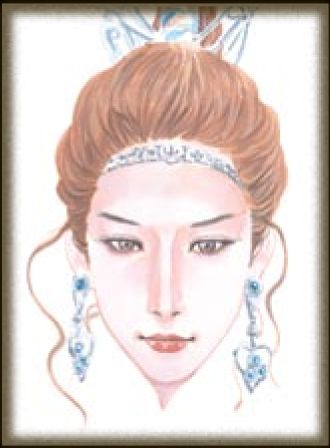
It's hard to believe the incredible hardships that the soft-spoken Sarah has endured. She lost her husband and her daughter within the past 50 years—a mere moment for the thousand-year-old immortal. After those tragic events, Sarah went into deep seclusion, shutting herself off from the rest of the world. Only a visit by Kaim, with whom she has some mysterious, deep connection, could rouse her into action. A diligent self-teacher, Sarah is adept in the magic arts. Like the other immortals, Sarah has lost her memory; fortunately, she diligently kept records of her past, allowing her to piece together her history.

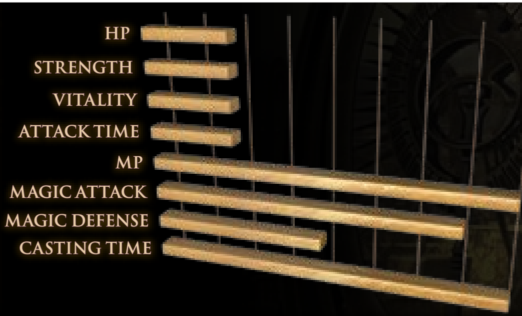
Beginning Stats

Level	25
HP	540
MP	205
Attack	129
Defense	76
Strength	129
Vitality	76
Attack Time	8
Accuracy	78
Magic Attack	390
Magic Defense	8
Casting Time	1
Evade	2

CHARACTERS

MING NUMARA



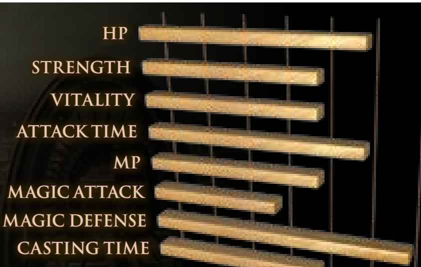


Beginning Stats

Level	15
HP	410
MP	80
Attack	138
Defense	74
Strength	138
Vitality	74
Attack Time	2
Accuracy	84
Magic Attack	229
Magic Defense	11
Casting Time	4
Evade	7

Over her thousand-year reign, Ming has been the only monarch the Kingdom of Numara has ever known. But in recent years her authority has been tested more than ever. Hostilities among her neighbors and a recent bout with amnesia have left the immortal queen in a tough position. She is still a beloved leader, however, and committed to the concerns of her people. For a thousand-year-old woman, Ming still turns heads, and Jansen is more than willing to overlook their age difference to get to know her better.

TOLTEN



The timid Prince Tolten is a royal without a country. When Uhra converted to a council-run republic, Tolten became only a figurehead for the revolutionary government. Now amidst a crisis of epic proportions, he must find the inner strength to do what's right to save the world. Despite his gentle disposition, Prince Tolten took well to his military training. He knows how to use a sword, but hasn't a clue in the ways of magic. His journey with Kaim and the others will put those skills to the test as he learns to show the resolve and leadership expected from a man of his position.

Beginning Stats

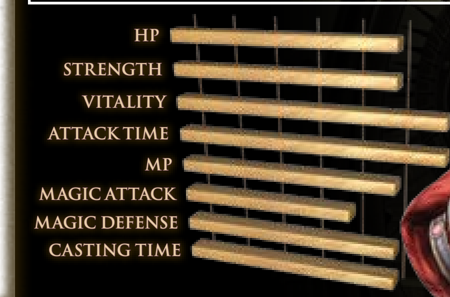
Level	25
HP	900
MP	50
Attack	284
Defense	146
Strength	284
Vitality	148
Attack Time	4
Accuracy	74
Magic Attack	116
Magic Defense	14
Casting Time	8
Evade	4

Skill Advancement

Lv	Skill	MP Cost
25	Lullaby	0
25	Cut Down	20
25	Power Guard	—
25	MP Guard	—
25	Power Hit	10
25	Weapon Guard	—
25	Award Medal	20
25	Persistence	—
25	Counter Guard	—
28	Member Hit	10
31	Break Hit	30
34	MP Gift	0
37	Absorb Guard	—
40	Royal Equipment	—
43	Complete Defense	—
46	All Hit	30
49	Huge MP Gift	0
N/A*	Ultimate Hit	100

*Level varies; must defeat the Golden Knight to learn this skill

SED



Beginning Stats	
Level	35
HP	1,480
MP	50
Attack	433
Defense	259
Strength	433
Vitality	259
Attack Time	3
Accuracy	89
Magic Attack	192
Magic Defense	16
Casting Time	5
Evade	9

In his younger years, the notorious pirate Sed was always rough and ready for a fight. That passion hasn't waned as he's grown older, but his wisdom has caught up with his spirit, giving him a little more caution than before. Kaim's crew finds Sed in something of a pinch, and Sed is quite grateful for the show of friendship. He's deadly accurate with a rifle, and his trusty ship is a fine way to cross the open seas.

Skill Advancement

Lv	Skill	MP Cost
35	Turn-Tail	0
35	Steal	0
35	Taunt	5
35	Resourceful	—
35	Auto Barrier	—
35	Counter Seal	20
35	Double Gold	—
35	Auto Shield	—
35	Double SP	—
35	Magic Seal	20
35	Double Loot	—
35	Double Items	—
37	Ultimate Analysis	—
40	Special Accessory	—
44	Double Experience	—
48	3 Accessories	—
52	Lucky GC Ignore	—

ADVENTURING FUNDAMENTALS

NOW THAT YOU'RE FAMILIAR WITH *LOST ODYSSEY'S* HEROIC CAST, IT'S TIME TO EXPLORE WHAT YOU CAN DO WITH THEM! WE'LL BEGIN BY INTRODUCING GAME-EXPLORATION TECHNIQUES AND A HOST OF OTHER GENERAL GAMEPLAY PRINCIPLES BEFORE MOVING ON TO THE NITTY-GRITTY: COMBAT MECHANICS AND TACTICS.

EXPLORATION

Everything in *Lost Odyssey* begins with exploration, so it's critical that you familiarize yourself with the basics of traveling and investigating the game world. In this section, we'll make sure you're mobile and know what to watch for.

1 WALKING

Your primary mode of transportation will be your own feet. Most of the time, Kaim represents the entire party as you walk around. Pay attention to your surroundings as you explore the many towns and dungeons—subtle visual clues, such as a group of people all looking in the same direction, could indicate where you should head next. Kaim will stare at things of interest, as well; if you notice him looking at something, follow his path of sight to the object. If you still aren't sure what you're supposed to interact with, look for onscreen button prompts that let you know when you might want to check something out.

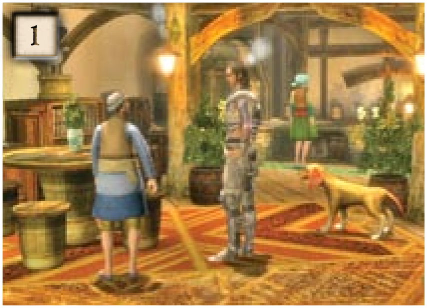
2 WALKING SLOWLY

You can usually walk at your own pace wherever you go, but there are times when a light step will be handy, especially when you're sneaking around places someone else doesn't want you to be. In those instances, hold down the B button to walk slowly (and more quietly). Remember to keep the B button held down until you're out of danger—as soon as you let go, you'll resume hiking in your normal, louder way, which could cause all sorts of mayhem. You won't have to walk slowly very often during your journey, but it's important to keep this technique in mind, because it's extremely useful at times.

3 RUNNING

Walking slowly might get you past unwitting enemies, but running will let you evade the wary ones. Hold down the X button to pick up the pace. Occasionally you'll need to run to avoid moving obstacles such as runaway boulders. In monster-filled areas, you can make a break for the exit with a quick dash, slimming down the number of battles you'll likely have to fight. You can run any time you want, which is handy for whisking through towns that you've already trekked through multiple times, but don't be so hasty as to miss a hidden treasure or valuable information from the townsfolk.

1



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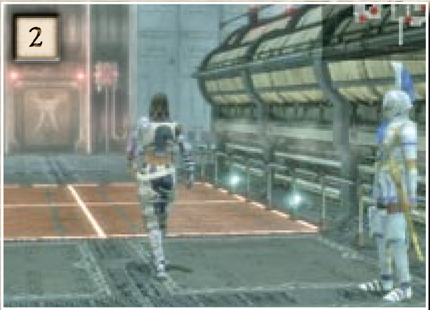

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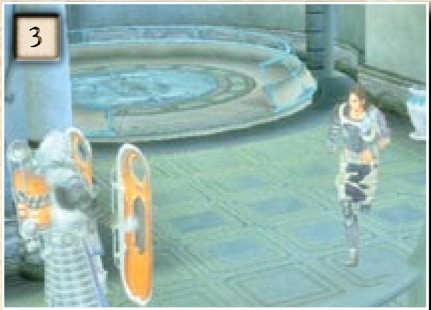
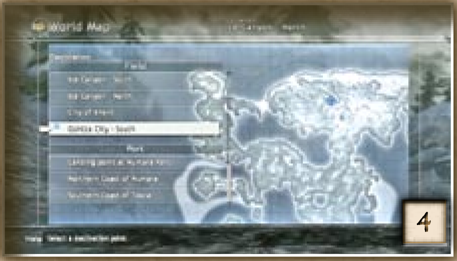


4

Traveling via the World Map Menu

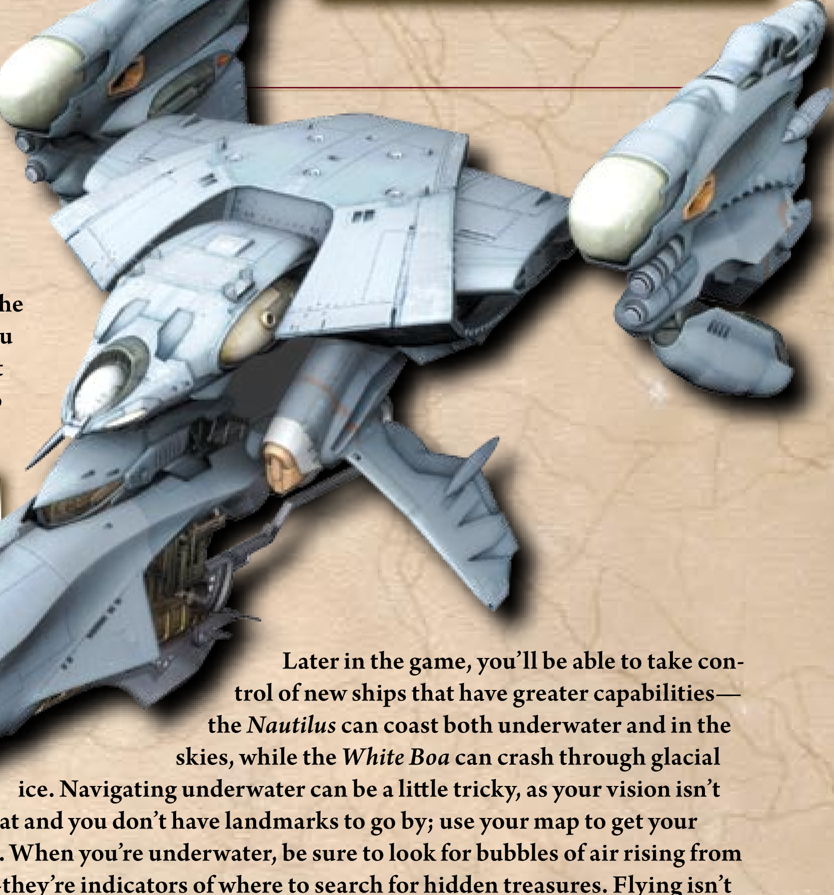
You can jump from one major location to another via the World Map menu. When you exit a town or dungeon, the World Map menu will appear automatically, showing you where you can travel (indicated both as dots on the map and in a list). If there is a key location where you should head next, a blue flashing icon will appear next to the place name in the list. As the story unfolds, you won't always able to return to a place you've been before; those locations will be grayed out until you can return to them.



5

Navigating by Ship

Once you've commandeered a ship, you can take to the high seas. When you're on the ship, you have much greater camera control than you do when you're just walking around, and it can be disorienting at first. The camera doesn't actually move when you turn your ship; use the right stick to adjust your view as you navigate. Employ the Navigation Map to keep your bearings, or press the right trigger to pause and bring up a full map. If you'd like you can press the right bumper to go inside the ship's cockpit, but there's not much to do there. Head to the front of the cabin to resume steering.



There are some places even your trusty ship won't go, such as over ice floes and through heavy currents.

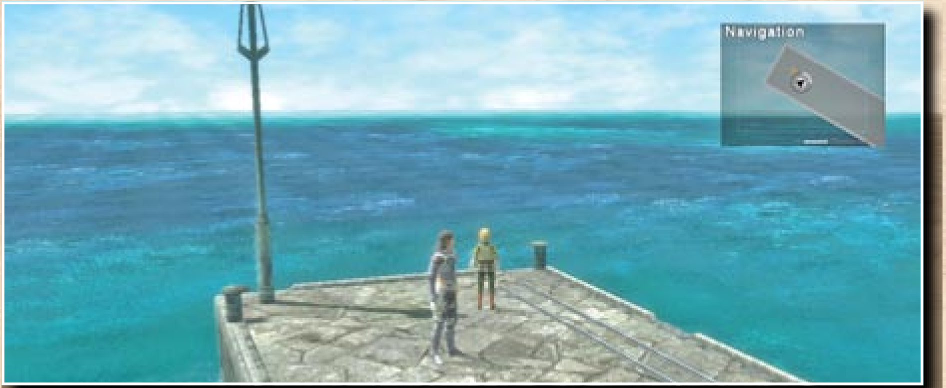
Later in the game, you'll be able to take control of new ships that have greater capabilities—the *Nautilus* can coast both underwater and in the skies, while the *White Boa* can crash through glacial ice. Navigating underwater can be a little tricky, as your vision isn't great and you don't have landmarks to go by; use your map to get your bearings. When you're underwater, be sure to look for bubbles of air rising from the seafloor—they're indicators of where to search for hidden treasures. Flying isn't the most useful skill—you won't find any items in the air—but it's kind of cool to get a bird's-eye view of the world. The *White Boa* can plow through solid ice, opening up new passages for you to explore—just get a good head of steam and crash into the ice floes.

Newer ships, such as Sed's Nautilus, *let you dive under the sea to explore submerged caves.*

The White Boa *lets you break through solid ice to discover otherwise unreachable locations.*

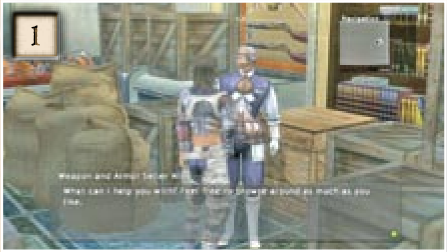
USING THE NAVIGATION MAP

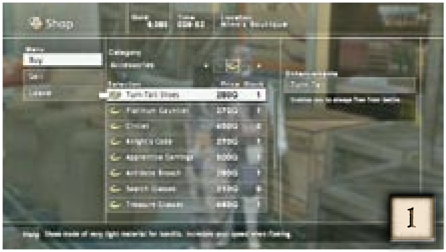
Your Navigation Map is invaluable. As you move around, keep one eye on it for obscured passages and hidden doorways. Doors and other egresses are represented as blue bars; in towns, you can identify shops and ringmakers as purple dots, inns as blue dots, and save locations as orange dots. You can press the BACK button to adjust the zoom to three depths, which is especially helpful for when you begin to hunt for treasure—it shows up as a yellow dot once you've gotten a hint as to its whereabouts.



1 MERCHANTS

Most towns, and even a few locations outside of town, have at least one merchant who'll sell you items and equipment. Most merchants sell an array of products—you won't often find separate accessories stores, weapons stores, and ring-components stores, for example. There may even be multiple merchants within the same store—purple dots on your map will help you locate vendors. Making money isn't all that difficult; there's no need to be shy about spending your hard-earned gold on a new weapon or overstocking on healing medicine.

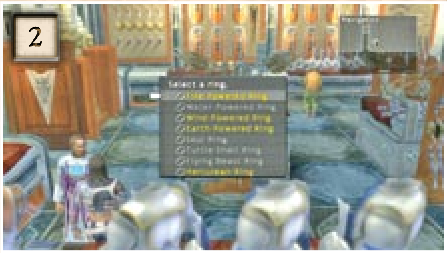


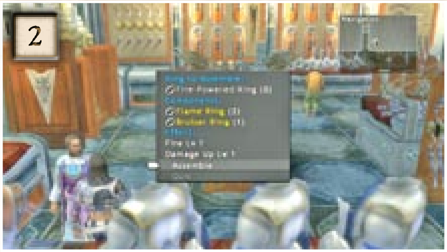


You can sell off excess items and inferior equipment—at a reduced price from what you bought them at, of course.

2 THE RINGMAKER

One merchant of note is the traveling ringmaker. He assembles powerful rings by combining weaker rings. For example, he can take a Flame Ring, which adds elemental power to your physical attacks, and a Bruiser Ring, which increases your attack damage, to create the stronger Fire-Powered Ring that combines the effects of its enhancements. Since you can wear only one ring at a time, these hybrid rings are very valuable. The ringmaker is usually not behind a counter, but you can often find him near stores that sell ring components. As you progress through your quest, the ringmaker becomes more adept at assembling rings; check back with him to see what new combinations he can create.





The ringmaker doesn't ask for any money—only rings that you've created on your own.

3 INNS

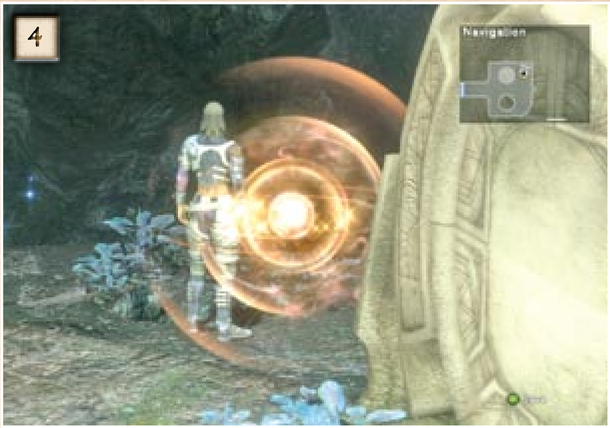
The inn is the hub of most towns, and a good place to find people with information to share. You can also stay the night in towns for a nominal fee, but you will hardly ever find yourself in need of an overnight stay because you regain your health completely every time you jump to a new location via the World Map menu. When you do choose to sleep, you'll be given the option to review the dreams you've recalled. However, you can also review dreams in the title menu any time you like, free of charge.

Genial Letyn

Welcome. Please sign the guestbook if you wish to spend the night.

4 SAVE POINTS

You can save your game when standing near glowing orange save points. Save often, even in towns, as challenging areas tend to sneak up on you. When you come across a save point while exploring a dungeon, consider it a subtle indicator that you're approaching a particularly tough section or a boss.



EASY HEALING AT SAVE POINTS

YOU CAN HEAL YOUR ENTIRE PARTY USING A LITTLE TRICK AT SAVE POINTS. AFTER SAVING, GO INTO THE SYSTEM MENU AND QUIT YOUR GAME, WHICH WILL TAKE YOU BACK TO THE TITLE SCREEN. WHEN YOU REENTER YOUR GAME, YOUR ENTIRE PARTY WILL BE FULLY HEALED, SAVING YOU BOTH TIME AND PRECIOUS HEALING RESOURCES.

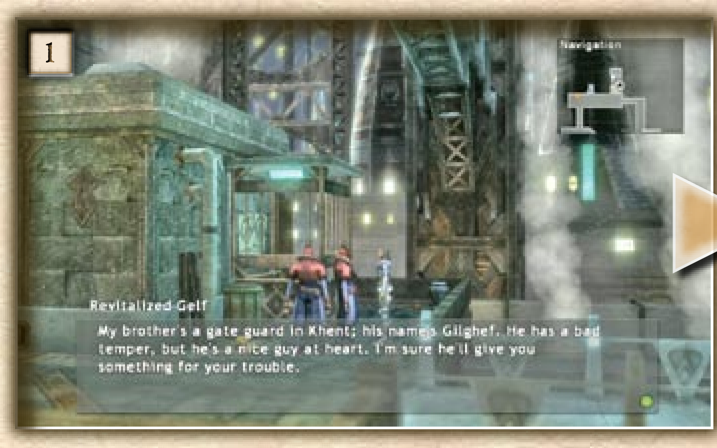
Navigation
Save

TALKING TO PEOPLE

Virtually everywhere you go, someone can provide a morsel of helpful information. Talk to everyone you see, from boring old innkeepers to hyperactive children—you never know whose knowledge will lead you to a special item or prompt one of Kaim's memory-inducing dreams. Besides, the story is just that much richer when you get the perspective of the people in it. Press the A button to speak with someone; there will seldom be an onscreen prompt to tell you when you're close enough to get someone's attention, so just walk up and say hi.

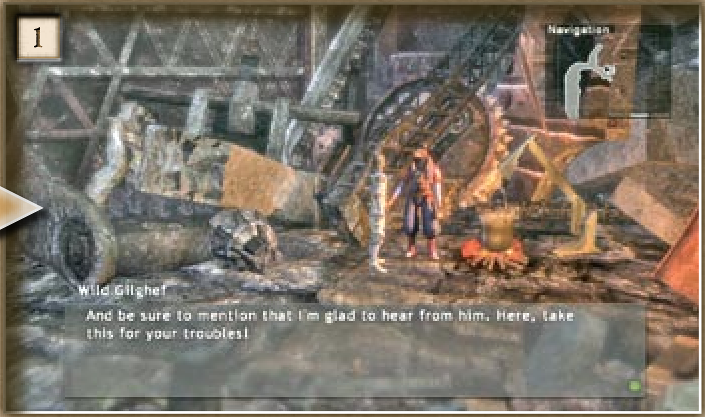
1 SUBQUESTS

Most of the people you speak with have only a few general words to say before sending you on your way. However, a number of folks have greater plans for you. If someone has lost their dog or has misplaced their absent-minded boyfriend, it's worth taking the time to solve the little problem: often it will lead to a handsome reward. Some quests are more elaborate than others; for example, one puzzle will have you paying your respects to 16 statues scattered all across a mountain village, while another will require you to play tag with a young girl. You don't have to stray far to solve the quests—just keep your eyes peeled as you explore the surrounding area.



Revitalized Gelf

My brother's a gate guard in Khent; his name's Gilghef. He has a bad temper, but he's a nice guy at heart. I'm sure he'll give you something for your trouble.



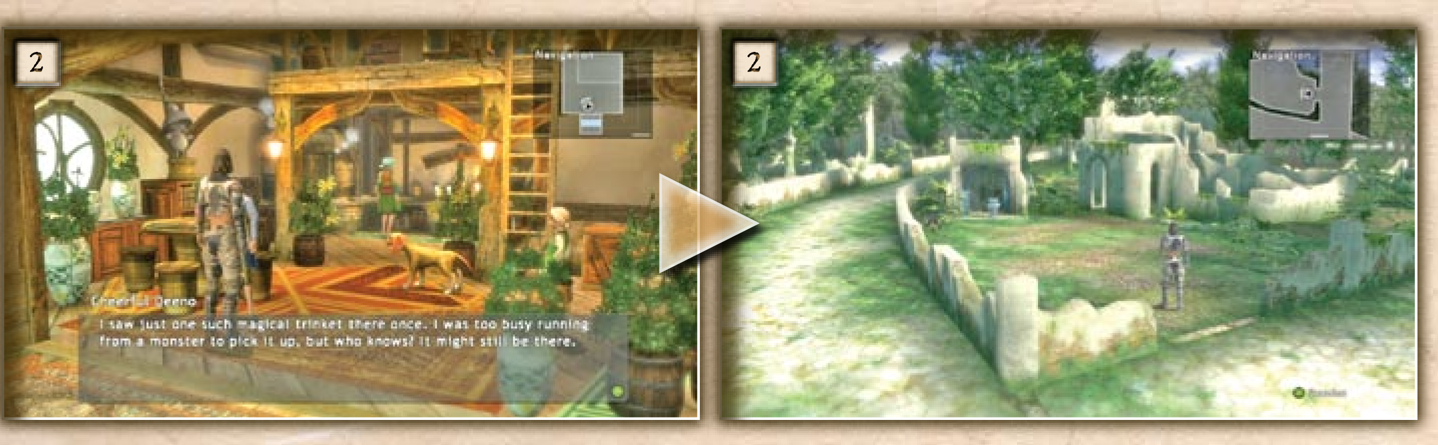
Wild Gilghef

And be sure to mention that I'm glad to hear from him. Here, take this for your troubles!

2

TREASURE HUNTING

At a certain point into your journey, you'll be able to sniff out hidden valuables via a treasure locator. However, you won't be able to discover these items all on your own; you'll need to talk to people to get a little nod in the right direction so you know where to look. You should speak to everyone you come across, as you can't tell who's going to give you a tip. The tipsters won't be willing to cough up detailed directions to their hidden treasures, but they will usually give you a pretty good hint. After you get your clue, the approximate location of the item will show up on your Navigation Map, and you can review the clue in the Treasures tab of the Items section on your menu screen. The item locations are typically invisible, but you'll know you're in the right place when your controller rumbles like crazy as you approach your target.

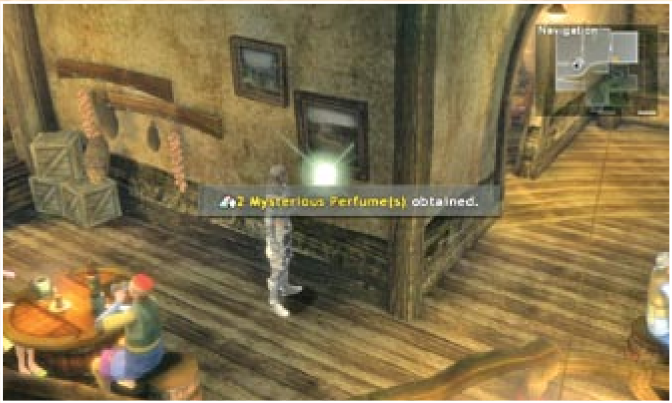


Cheerful Deeno

I saw just one such magical trinket there once. I was too busy running from a monster to pick it up, but who knows? It might still be there.

SEARCHING FOR ITEMS

Many of the valuable items you'll need for your quest can be found by searching areas carefully. The hidden items could be anything from accessories to recovery items to spells for your Spell Book, and can be found in towns as well as in dungeons. Some items are easier to locate than others—treasure chests and large pots are obvious places to look, but many items are stashed in less evident locations, such as among cascading flowers or under a pile of rocks. Note that the way items are concealed is consistent within an area—if you find something by kicking a tree trunk, keep your eye open for more tree trunks to kick. The value of the items themselves is pretty good incentive, but you can also earn an achievement for finding all the hidden items in the game, so it's worth searching every nook and cranny even if you feel that your party is in good shape.



2 Mysterious Perfume(s) obtained.

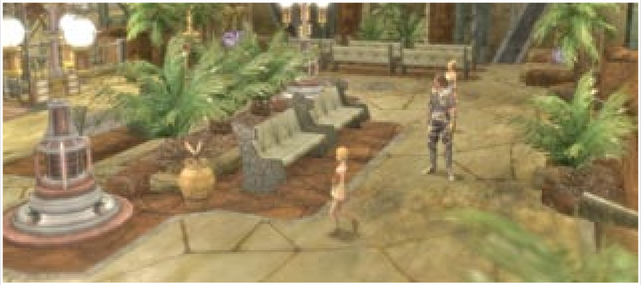
Pipots

In various locations around the world, Pipots—strange little creatures with long rabbitlike ears—have taken up dwelling in pots. The Pipots will offer to trade items for more-powerful items. Sometimes the more items you trade, the better items you'll get; other times, though, the benefit of the trade is not so black-and-white. Pipots can also upgrade MP-recovery items, curative items, and even bombs.

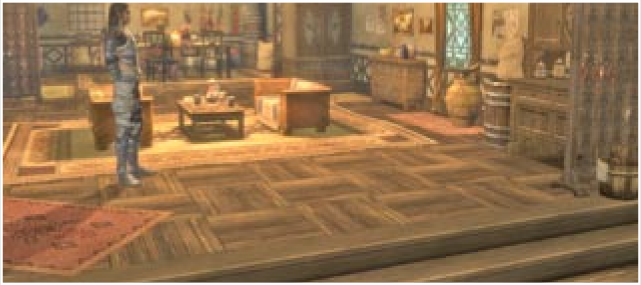
What the Pipots like the most, however, are special items called Seeds, which you'll find all over the place. You can trade Seeds for weapons and accessories; collect all 99 Seeds to acquire the six special items the Pipots have available.

Pipot Locations

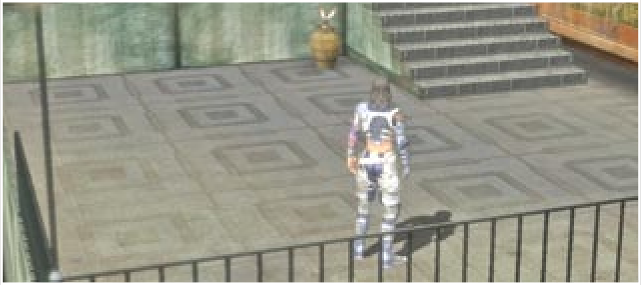
Uhra—Monorail—The Castle Station



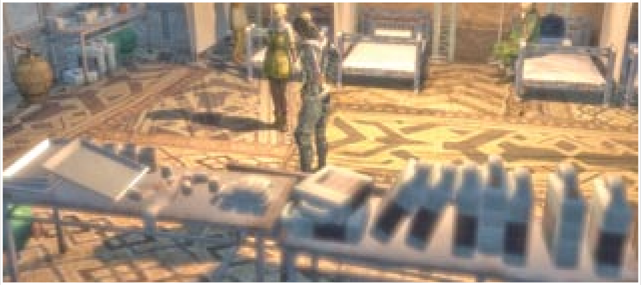
Saman—Erlio Family House



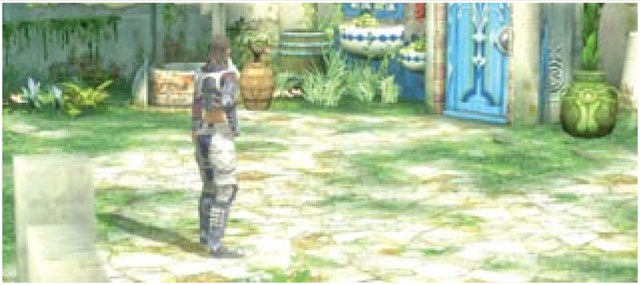
Grand Staff Construction Base



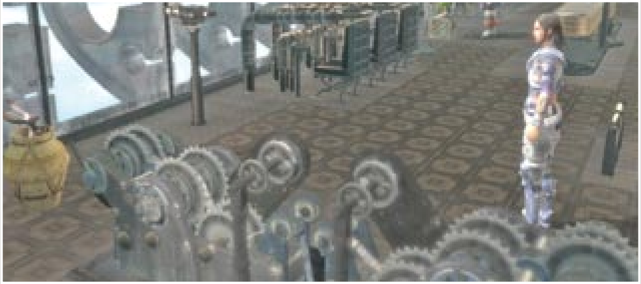
Gohtzan Refugee Camp—Medical Tent



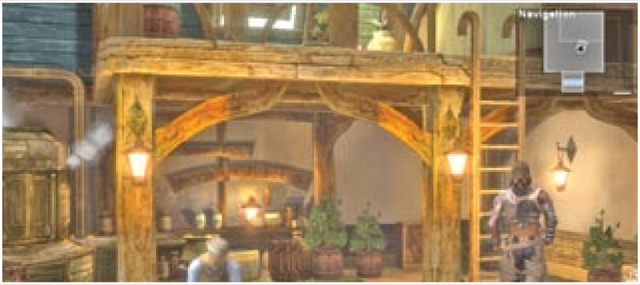
Ghost Town—Funeral Beach



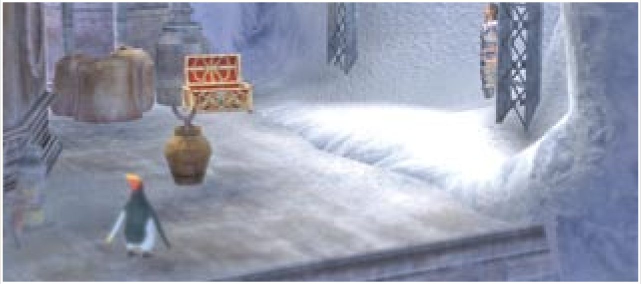
The *White Boa*—Pilothouse



Mountain Village Tosca—Old Man Bosso's House



Pirate Fortress



CONTINUED

PIPOTS (CONTINUED)

PIPOT SPECIAL ITEMS

SEEDS REQUIRED	ITEMS
20	ADAMANTIS (SWORD)
	ADAMANTIS RING
40	EARTH CHARM
60	POWER BANGLE
80	GIGANTES BROOCH
99	PIPOT COLLAR

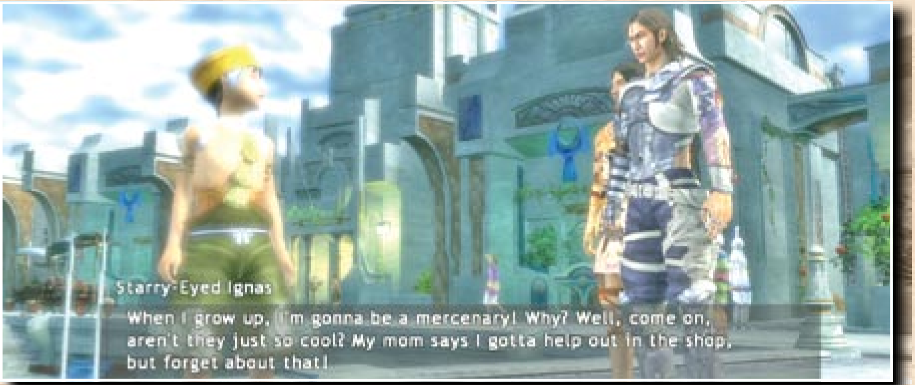
IN ADDITION TO REGULAR SEEDS, THERE IS A CHAIN OF EVENTS THAT INVOLVES PASSING SPECIAL SEEDS FROM ONE PIPOT TO THE NEXT. COMPLETE THE CHAIN OF EVENTS BY GIVING EACH SEED TO THE CORRECT PIPOT TO EARN THE BRACELET OF EFFICIENCY, A POWERFUL ITEM THAT LOWERS THE AMOUNT OF MP REQUIRED TO CAST A SPELL. TO BEGIN THE EVENT SEQUENCE (DETAILED BELOW), GET THE SPIKY SEED FROM THE HUNGRY MAN IN THE GOHTZAN REFUGEE CAMP BY FETCHING WARM FOOD FOR HIM.

SPECIAL SEEDS

SPIKY SEED TO...
→ PIPOT IN GOHTZA REFUGEE CAMP
↓
PRICKLY SEED TO...
→ PIPOT IN SAMAN
↓
SOLID SEED TO...
→ PIPOT IN UHRA
↓
TOUGH SEED TO...
→ PIPOT IN NUMARA
↓
FUZZY SEED TO...
→ PIPOT IN GRAND STAFF CONSTRUCTION BASE
↓
ROUGH SEED TO...
→ PIPOT IN MOUNTAIN VILLAGE TOSCA
↓
SMOOTH SEED TO...
→ PIPOT IN THE *WHITE BOA*
↓
PUFFY SEED TO...
→ PIPOT IN PIRATE FORTRESS
↓
BRACELET OF EFFICIENCY

DREAMS

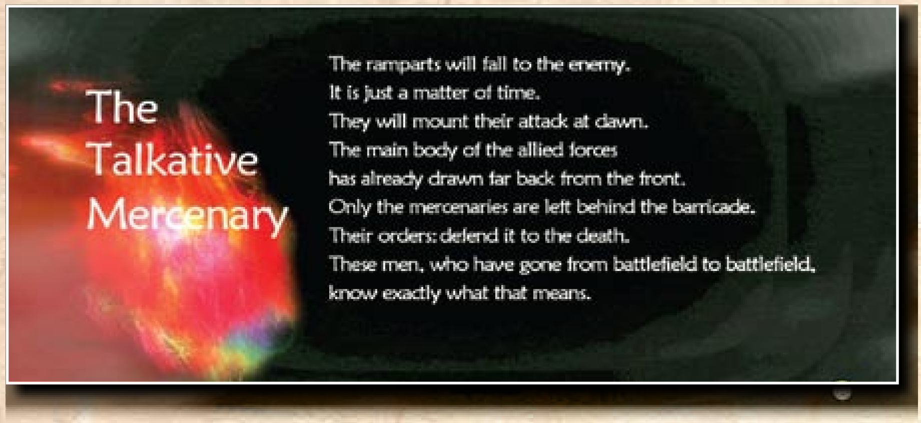
Kaim has seen many important events over the past thousand years, but his amnesia prevents him from remembering most of his life. Occasionally Kaim's memories will flood back to him when he comes across something similar to an event in his past. At such times, an interlude shows a story depicting his dream. Kaim's dreams aren't integral to the progress of the story, but they provide insight into Kaim's long life. Kaim isn't the only one to have the dreams; Seth's memory will also percolate through the fog of her amnesia. While much less frequent, her dreams tend to be more relevant to the game's story (and they usually are part of important cinematic sequences). You can check the main menu to see which dreams you've already viewed. Consult the appendix for a full list of the dreams and how to trigger them.



Starry-Eyed Ignas

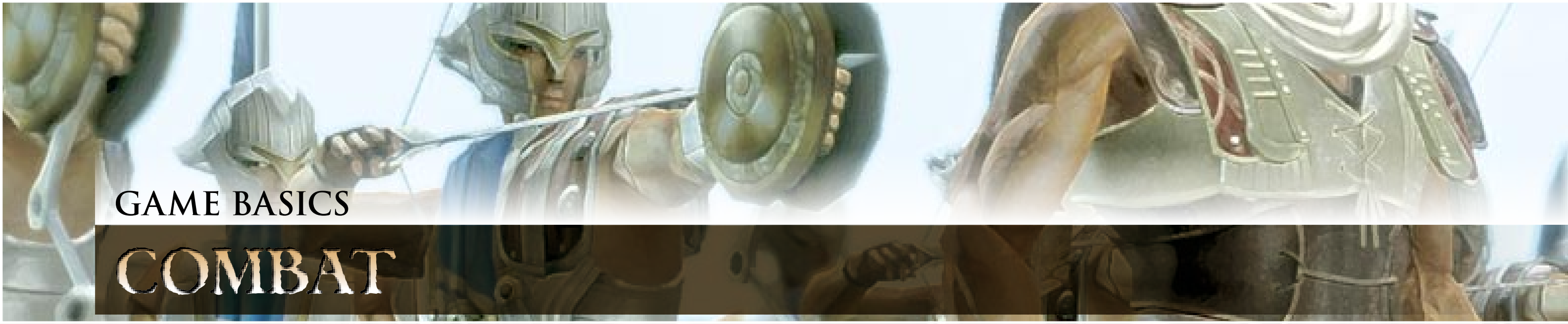
When I grow up, I'm gonna be a mercenary! Why? Well, come on, aren't they just so cool? My mom says I gotta help out in the shop, but forget about that!

Kaim recalls a memory that was locked deep within his heart.



The Talkative Mercenary

The ramparts will fall to the enemy.
It is just a matter of time.
They will mount their attack at dawn.
The main body of the allied forces
has already drawn far back from the front.
Only the mercenaries are left behind the barricade.
Their orders: defend it to the death.
These men, who have gone from battlefield to battlefield,
know exactly what that means.



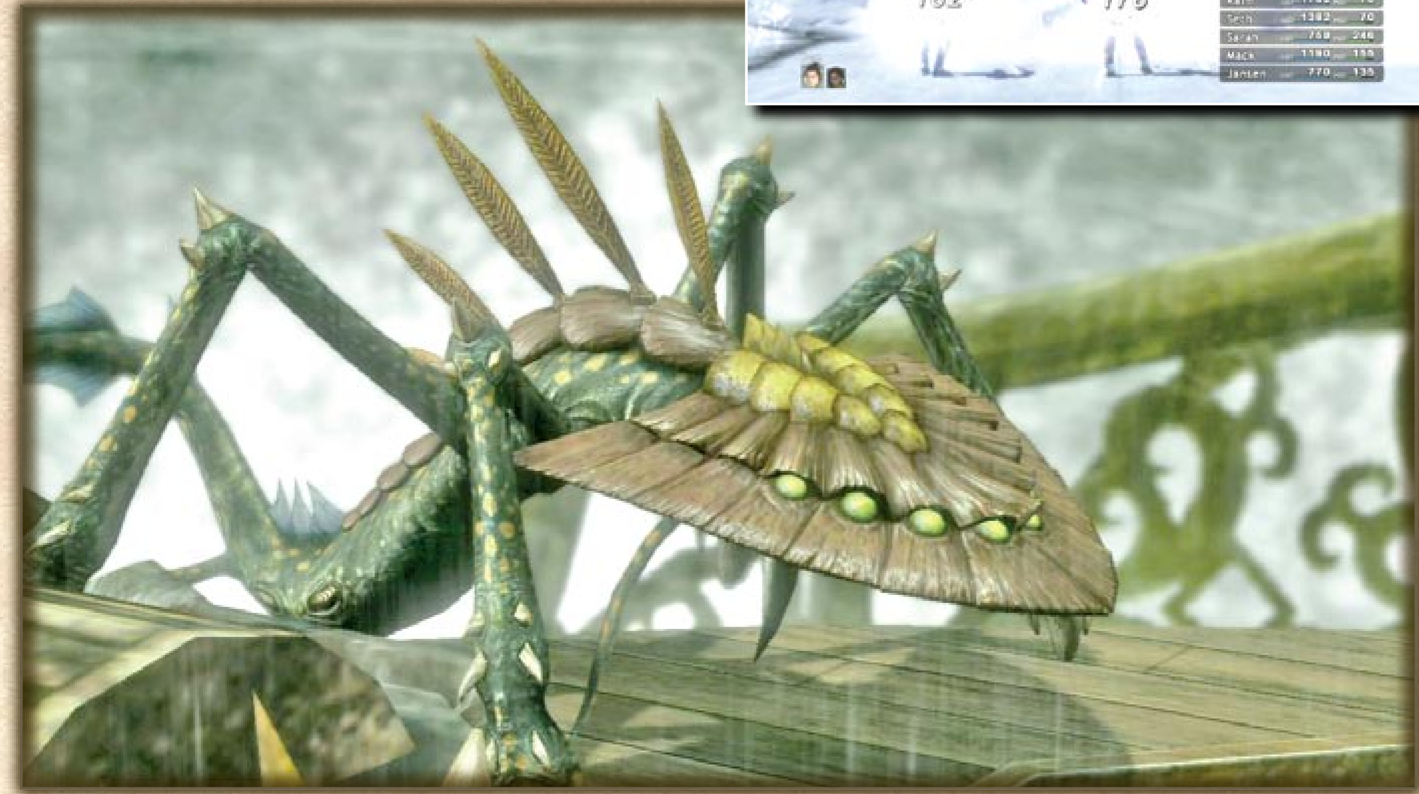
COMBAT

Between wild monsters and armies at war with each other, the world of Lost Odyssey is full of peril. More often than not, you'll need to let your fighting skills do your talking for you. Understanding how to use every available combat technique is essential for your survival.

PICKING A FIGHT

There are a number of ways for you to engage in battle. Most of the time, battles will be random occurrences while you are in field and dungeon areas; these are perhaps the most dangerous because you never know when they'll happen. However, there are also plenty of bosses that feature much more difficult battles. If you come across a save point deep within a dungeon, you can bet that you're about to get into a major fight. Take the game's advice—it's always smart to save before a boss battle.

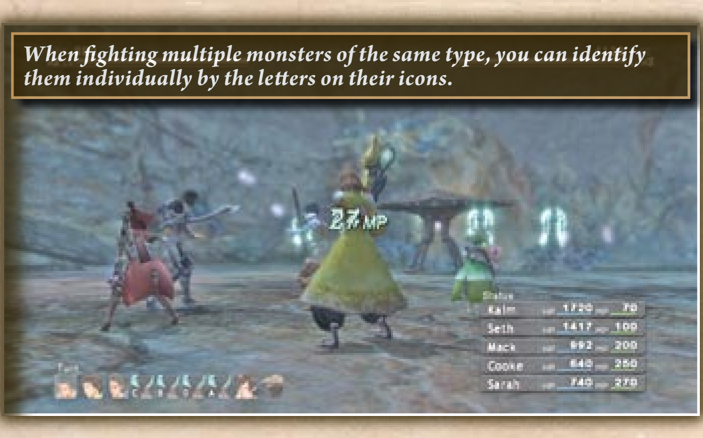
182
178
Kaim
Seth
Sarah
Mack
Jansen

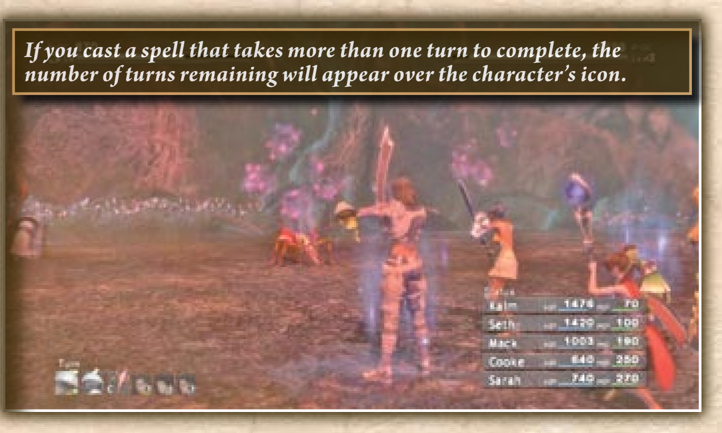


BASIC TURN ORDER

For every round of battle, you must choose what you want each character to do—fight, cast a spell, defend, etc. What you can't decide directly, however, is when your characters will perform their actions during each turn. You can roughly predict that using items and defending will happen at the beginning of a turn, melee attacks will happen next, and spells tend to take the longest to perform. Each member of your party has a speed rating that serves as a baseline for when they will perform their maneuvers, but many factors (such as spells and status effects) can go into changing that speed. When you're choosing what action to perform, you won't be able to see the turn order of the upcoming round—only once the battle sequence begins will you have the luxury of seeing who attacks when via a row of icons on the bottom-left of the screen.

In addition, each monster has its own speed rating that has to be factored in—pay attention to when a monster attacks, as a given monster tends to strike at the same time during every round of battle.


When fighting multiple monsters of the same type, you can identify them individually by the letters on their icons.


If you cast a spell that takes more than one turn to complete, the number of turns remaining will appear over the character's icon.

1

Physical Attacks

The one action that every character can perform in battle is to attack with a weapon. With the right attacker, it can be your most potent tool in battle—powerful warriors such as Kaim and Tolten are almost always best utilized by letting them display their physical might. But some characters, particularly the more magic-oriented members of the group, should never swing their weapons unless it's completely necessary. You can swap your weapons in battle to great effect, as discussed under "Swapping Equipment in Battle" later in this section.

Attacking an enemy consists of more than a brute-strength assault. You don't need the same level of planning that goes into choosing your next skill or spell action, but there are some things to consider. Bear in mind how much damage your fighter has been inflicting to determine how to best utilize his resources. Additionally, the amount of damage a character can do will vary based on the character's equipped items, particularly rings.

2

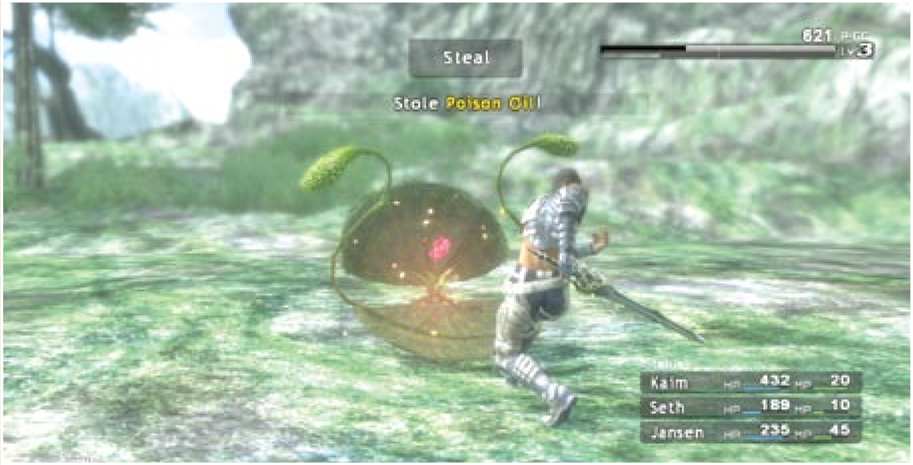
Attacking with Rings

You can augment your melee attacks with various powers and attributes by wearing special rings. Many rings improve your fighting, with effects that add some sort of damage modifier against certain types of monsters (such as Magical or Fire-type beasts), or grant you the power to inflict a status ailment upon your foe (such as Poison or Sleep). There are also more-powerful rings that combine several of these skills; such rings are generally much more difficult to acquire. Your party members can wear only one ring at a time, but they can change the ring they're wearing at any moment, even during battle, simply by pressing left on the left thumbstick on the character's main combat menu, and selecting Equip. This is a free action that will not use the character's turn. Since ring effects trigger only on an attack, characters that you don't intend to attack with don't need to equip rings.

Weapons augmented with an elemental effect from a ring will have a corresponding aura.

RING ASSEMBLY

For the most part, you must make rings yourself from components that you find in the wild, acquire from battle, or purchase in shops. You must have enough of each of the necessary components before you can make a new ring; once you've acquired at least one of the components, your Ring Assembly menu will be updated automatically with the ring formulas that use that component.



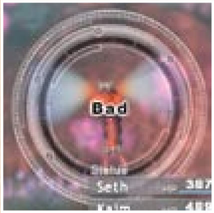
Not only will you earn ring components for winning in battle, but you can steal components during the melee.

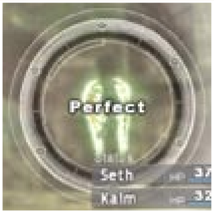
It's a good idea to assemble rings as soon and as often as you can, for two reasons: First, ring components are not in short supply. You'll even come across merchants willing to sell you ring components at a reasonable price. Second, many rings are themselves components necessary for creating more-powerful rings. At the very least, create one of every type of ring. And remember to look for ringmakers who can convert excess rings into more-powerful rings that have combined skills.

USING RINGS IN BATTLE

To get the full use out of your equipped rings, you must perform a timed action during battle. Once all your moves have been set and the battle sequence starts, when an attacking character begins its move a circle will appear over the target enemy and a countdown sequence will begin. Hold down the right trigger (RT) at the start of the count to form a circle that will shrink onto the first one—then let it go when the circles align. If you're close to matching them up, you'll get a Good rating and a slight ring effect; if you're exact you'll get a Perfect rating for a more powerful effect. It's pretty hard to miss completely and get a Bad rating, which results in no bonus at all—the most common reason for missing is simply forgetting who was attacking during the round.

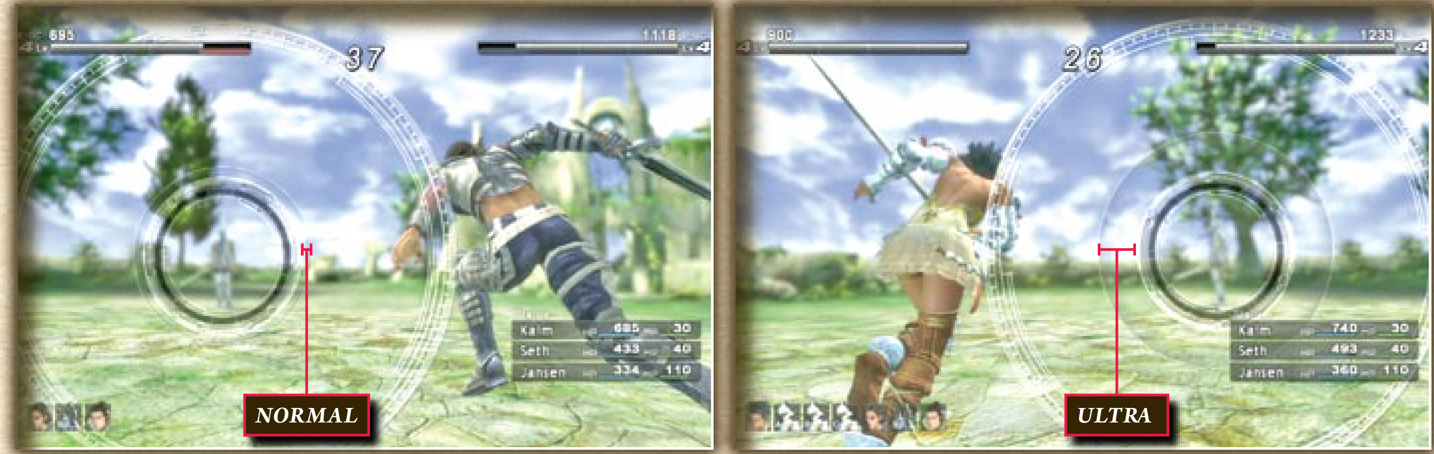
Another important element of ring usage is swapping them in battle, which will be covered in detail later in this section.



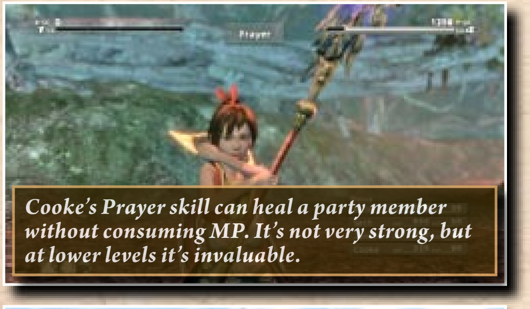


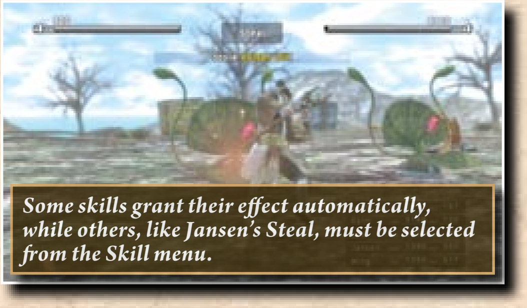
ULTRA RINGS

For every kind of ring you can make, there is an Ultra version that you can create, as well. Ultra rings increase the size of the timing circle during attacks, giving you a better shot to nail Good and Perfect hits. You'll be able to see the difference in battle—the outer, shaded part of the timing circle will be significantly larger. Ultra rings are no more powerful than their normal equivalents, but the added opportunity will benefit your team's performance in battle.



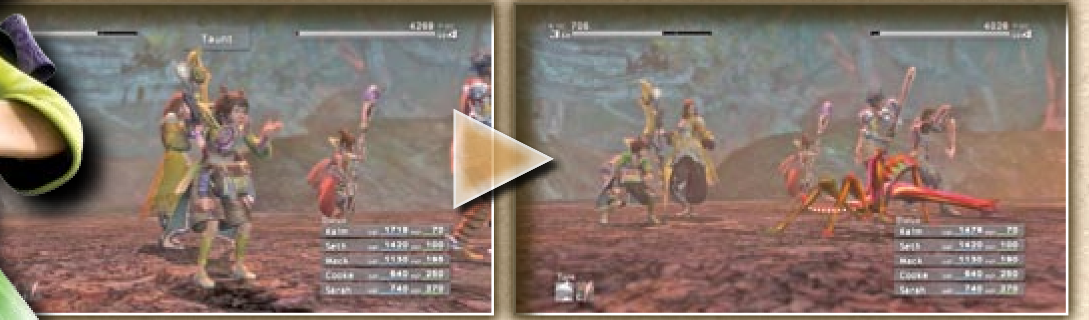
CHARACTER SKILLS


Cooke's Prayer skill can heal a party member without consuming MP. It's not very strong, but at lower levels it's invaluable.


Some skills grant their effect automatically, while others, like Jansen's Steal, must be selected from the Skill menu.

Just as the way characters dress or speak defines their personality, skills define how they behave in combat. Skills serve all kinds of functions, such as granting physical or magical powers to party members or bestowing them with the ability to steal items from their enemy. Not all skills provide characters with moves that they can perform manually during battle; in fact, most skills improve your characters automatically. Battles are the exclusive domain of skills—you'll never be able to use them outside of combat, even to heal a wounded ally.

Skills operate a lot like spells: you can use only one per turn, and they draw from the same pool of available MP as spells do. Skills are not necessarily reliant on a member's natural magical ability, however—the power of skills such as Combo and Power Hit depend on a character's physical strength, for example. Skills have varying degrees of effectiveness, and like spells, the ones you acquire later in the game tend to be much more powerful than the ones you have toward the beginning.


With skills you can create powerful combinations. For example, you can use Taunt to draw enemy attacks to a character with the Counter skill, who can then perform counterattacks.

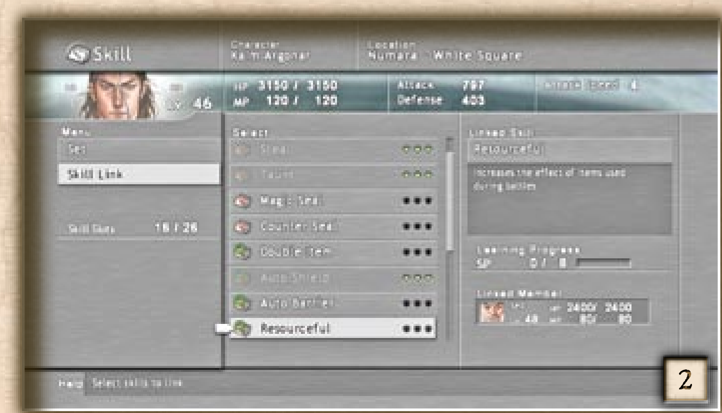
1 LEARNING SKILLS

Skills are the primary factor in differentiating mortal from immortal characters. For mortals, learning new skills is rather simple: they learn them as they gain levels, and they can equip accessories to add new skills, as well. They can never forget any of the skills they have learned (except for skills they know due only to an equipped accessory). Pretty much everything a mortal knows how to do except attack and defend comes from a skill—even the ability to cast spells is considered a skill. For immortals, learning skills is a more involved process, detailed next.

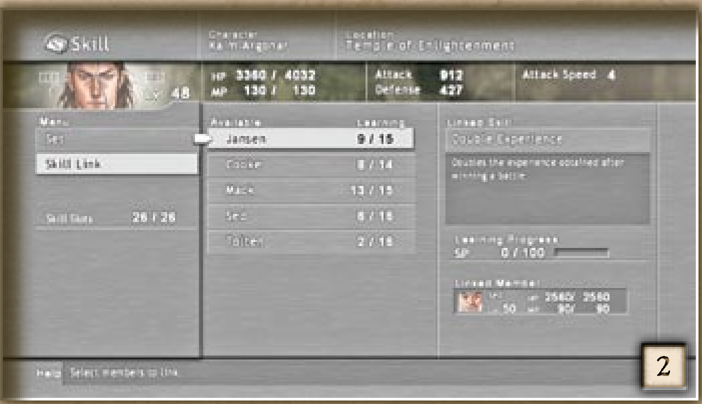
2 SKILL LINKING

Immortals do not gain any skills on their own. Instead they must learn the skills from their mortal allies through Skill Linking. An immortal can link to any skill that a mortal already knows; the immortal will be able to use that skill after learning it and assigning it to a skill slot. For an immortal to truly learn the skill, he'll have to go into battle with the mortal whose skill he's linked with. (Skill Linking doesn't affect the mortal in any way.)

Additionally, immortals can learn skills from accessories in the same way they learn them from a mortal. When an immortal equips an item, the character will slowly gain the knowledge to learn how to use that item. Skills have SP (Skill Points, which are akin to Experience Points). You must earn enough SP in battle for the immortal to fully know the skill he's trying to learn.


Skill
Character
Location
Numara White Square
HP 3150 / 3150
MP 120 / 120
Attack 797
Defense 403
46
Menu
Set
Skill Link
Skill Slots 18 / 26
Select
Magic Seal
Counter Seal
Double Item
Auto Shield
Auto Barrier
Resourceful
Linked Skill
Resourceful
Increases the effect of items used during battles
Learning Progress
SP 0 / 8
Linked Member
2400/ 2400
48
Help Select skills to link
2

Immortals can pick and choose their skills arsenal by establishing Skill Links with their mortal allies. Since they can select from numerous skills amongst numerous mortal allies, their options are many.

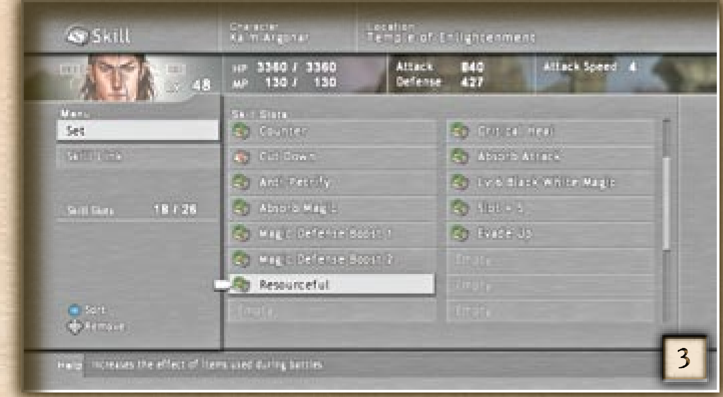

Skill
Character
Location
Temple of Enlightenment
HP 3360 / 4032
MP 130 / 130
Attack 912
Defense 427
Attack Speed 4
48
Menu
Set
Skill Link
Skill Slots 26 / 26
Available
Learning
Jansen 9 / 15
Cooke 8 / 14
Mack 13 / 15
Sed 6 / 15
Tolten 2 / 15
Linked Skill
Double Experience
Doubles the experience obtained after winning a battle
Learning Progress
SP 0 / 100
Linked Member
2560/ 2560
50
90/ 90
Help Select members to link
2

Immortals can use the skills contained within accessories as they're learning them, but they must learn a Skill Linked skill completely before they can use it themselves.

3

ASSIGNING SKILLS

Once an immortal has earned enough SP to learn a given skill, the process for equipping the skill is only half over. You must then assign the skill to one of the character's skill slots. Since you can equip only as many skills as you have slots (and immortals will learn far more skills than they have room for), skill slots are extraordinarily important. To increase the number of skill slots an immortal has, you must find Slot Seeds—rare and valuable items that are strewn across the world. There are 48 Slot Seeds in all—enough to give each immortal character 12 of them.


Skill
Character
Location
Temple of Enlightenment
HP 3360 / 3360
MP 130 / 130
Attack 840
Defense 427
Attack Speed 4
48
Menu
Set
Skill Link
Skill Slots 18 / 26
Skill Slots
Counter
Cut Down
Anti-Petrify
Absorb Magic
Magic Defense Boost 1
Magic Defense Boost 2
Resourceful
Empty
Critical Heal
Absorb Attack
Black White Magic
Evade Up
Empty
Empty
Empty
Sort
Remove
Help Increases the effect of items used during battles
3

MAGIC

Magic is vital to your combat strategy, but the scale of the magic system can be overwhelming. Spells serve a number of purposes, particularly causing damage and status effects, and healing and protecting party members. Many spells perform the same function, but to varying degrees of effectiveness—choosing the right spell for the occasion is of paramount importance. Like the other aspects of a character's growth, spells will become stronger as your team gains power. But it won't matter how many spells you've learned if you don't know how to use them wisely.

1

MAGIC CLASSES

There are three main classes of spells: White Magic, Black Magic, and Spirit Magic. White Magic involves mostly healing and status-recovery spells, but there are effective attack spells, such as Shine, as well. Black Magic spells are offensive for the most part, with an emphasis on elemental and status attacks. The wild-card spell group is Spirit Magic, which includes an eclectic mixture of offensive, defensive, and support spells. It takes a while to see how Spirit Magic spells can integrate into your battle strategy, but they can become effective tools once you understand their value. Mortal characters tend to be proficient in only one type of magic—Mack is a specialist in Spirit Magic, for example.

The Spirit Magic spell Gamble does random damage against a single enemy—sometimes it does a devastating amount of damage, and sometimes . . . not so much.

COMPOSITE MAGIC

There's a fourth type of spell that isn't exactly a class on its own: Composite Magic gives spellcasters the ability to combine two spells that they already know into one greater force. For example, if a caster knows the Spirit Magic spell Shadow and the Black Magic spell Aqua, he can cast All-Aqua, which is the equivalent of casting Aqua on every foe he's facing. Like the other spell classes, Composite Magic has multiple levels of proficiency— even if you know the two spells that go into making a composite spell, you must have the necessary skill level to cast it. Composite Magic tends to work best for immortal characters, who can learn multiple groupings of spells relatively easily.

2

LEARNING SPELLS

Spell levels are essentially skills, and are learned the same way—mortals earn the ability to cast more-powerful spells as they gain levels, and immortals learn spell levels from Skill Linking. Each spell level provides the ability to learn four spells, but you'll know only two of them automatically. The other two are found as items somewhere in the game. The good news is that everyone in your party uses the same Spell Book, so if you find a spell, everyone who knows the skill for its level will be able to use it right away.

WHITE MAGIC SPELLS EARNED AUTOMATICALLY

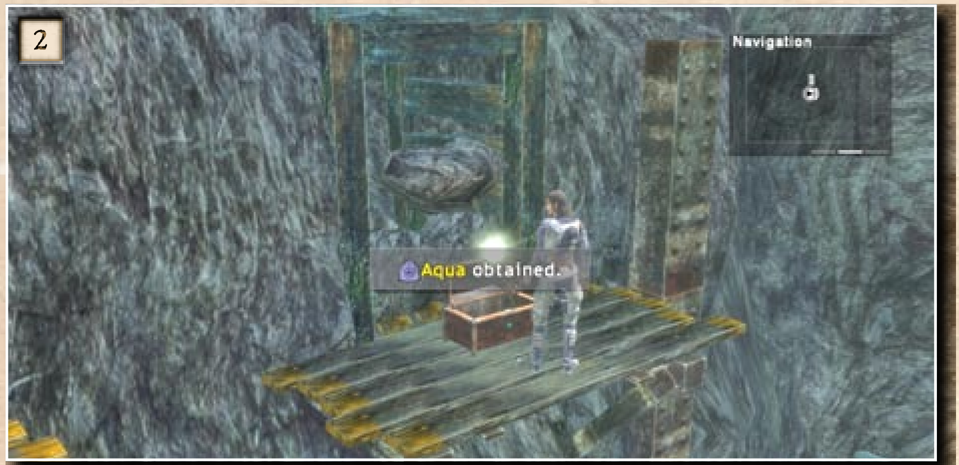
LV1	HEAL	CURE POISON
LV2	ZEPHYR	CURE PARALYSIS
LV3	COVER	CURE SEAL
LV4	HEALA	CURE PETRIFY
LV5	ZEPHYRA	CURE-ALL
LV6	COVERA	REVIVE
LV7	HEALUS	HEAL UP
LV8	—	—

BLACK MAGIC SPELLS EARNED AUTOMATICALLY

LV1	FLARE	WIND
LV2	SLEEP	PRISM
LV3	SEAL	STONE
LV4	FLARA	WINDA
LV5	FLARE MINE	PRISMA
LV6	WIND MINE	JAMMING
LV7	FLARUS	WINDUS
LV8	—	—

SPIRIT MAGIC SPELLS EARNED AUTOMATICALLY

LV1	SHADOW	CHIME
LV2	POWERA	MINDA
LV3	SPEEDA	SLOWER
LV4	SHADOWA	FEAR
LV5	POWERUS	MINDUS
LV6	FASTER	DELAY
LV7	SHADOWUS	RANDOM
LV8	ALL-POWERUS	ALL-MINDUS



Aqua obtained.

Frequently you'll learn spells that are the more-powerful equivalents of spells you already know. For example, Zephyr and Zephyra both heal your entire party, but Zephyra restores about four times as much HP per character. It costs more to cast, but it's much more convenient to use Zephyra once than Zephyr three or four times.

Immortals can learn spells either via Skill Linking or by wearing accessories that teach them the spell (just as they can with other skills). Learning a spell level means that you'll also learn all the spell levels below it—for example, if a character learns Level 5 Black Magic, she will also gain the knowledge of levels 1 through 4. Note that to earn the achievement that comes with Kaim learning every skill, he'll have to learn each skill at every level—it's not good enough to teach him only the highest level of magic.

3

Casting Spells

Most of your characters can cast spells at one point or another, but some characters are better suited to it than others. Pay attention to each character's Magic Attack stat and maximum MP to determine the best candidate for taking on primary spellcasting duties.

MP

Each spell costs a certain amount of MP to cast; typically, the more powerful the spell the more it costs to cast. Try to use the spell that best suits your situation—don't use the strongest spell in your arsenal if a weaker spell will get the job done. And remember that skills and spells draw from the same pool of MP, so plan your spellcasting strategy accordingly.

Casting Time

Every spell requires a certain amount of time to cast, and that duration is sometimes longer than one turn. In general, you can tell which spells take the longest by seeing how many allies or foes the spells affect: spells that deal damage to an entire batch of enemies at once tend to take at least two turns to pull off, while single-target spells are much quicker.

You can get a rough idea of when in the turn a spell will be cast by looking at its casting speed—a number and a letter that tell you when your spell command will be executed. The number represents how many turns must pass before the spell gets cast. The letter in the casting time indicates when within the turn a spell will be cast, with S spells going off earliest, followed by A through H. For example, if you cast a spell with a 2-G casting time, you must wait one full turn, and on the next turn you will execute the spell. The farther through the alphabet the letter is, the later it will go off during the turn.

You can change your mind if you choose to not continue to cast a multiturn spell—after every turn, you have the option to take a different action. A lot can change over the course of a single turn, and your original plans might not be optimal. In that case, cancel the spell and change direction to better serve your needs.

For spells that take longer than one round to execute, the spellcaster's icon in the turn-order queue will display the number of remaining rounds.

If the rest of your party has trimmed away a good number of enemies, there's no need to cast a group spell when a single-enemy spell will be just as effective.

181
180
153
151
Seth 2255 147
Kalm 2488 100
Sed 2400 80

Spells affecting an entire group usually take more than one round to execute.

Modifying Casting Time

There are a number of ways to modify when a spell will be cast. Certain accessories will accelerate the process, as will some skills. These modifiers can make a big difference—many spells that would take two rounds to cast will be shortened to one round, allowing you to get off a power spell when you need it the most.

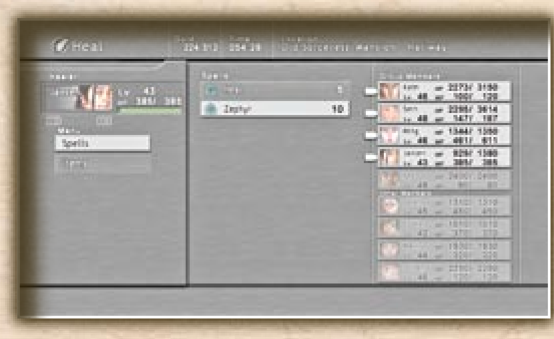
Concentrate

You can hasten your own casting speed with the Concentrate skill.

The time it takes to cast a spell may be delayed if an enemy attacks in midspell. If you get hit before you can get your spell off, occasionally it will push the execution back a full turn. The upside is that spell delays don't affect only you—if you suspect a monster will cast a spell, you can focus your attacks on that monster in an effort to delay the spell's execution. Some skills and items minimize the likelihood of your spells getting delayed, as well as increase the chances of delaying a monster's spellcasting. Your Guard Condition also affects the likelihood of a spell being interrupted, as detailed under "The Guard Condition" later in this section.

USING HEALING SPELLS

Most spells are designed strictly for use within battle, but you can use HP-restoring spells outside of combat. Any member of your group can cast healing spells—even those who are not in active formation. Use your reserve members' MP first when healing your party, and save your active players' MP for the battlefield. You don't need to worry about spells that cure status ailments, because all status ailments are expunged automatically at the end of every fight.



Restore the HP of your entire party with Zephyr—it's much cheaper MP-wise than using Heal.

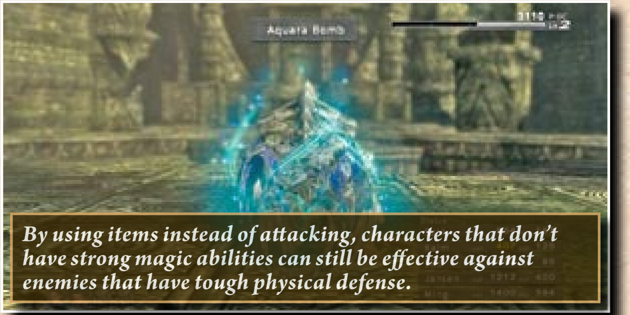
USING ITEMS IN COMBAT

Using items in lieu of performing other actions in battle has advantages and disadvantages. The big advantage is that using an item is usually the first thing that happens during a round, even before melee attacks. If you're concerned that one more hit will take down an ally, it's better to use an item to heal him than to wait for a spell to do it (which would force you to weather an entire round of attacks). Items can also take the place of spells when you're low on MP or you've been hit with a status ailment that prevents spellcasting. In such instances, items can be a good option in a push to end a battle—especially elemental items that have the same effect as spells (such as a Ground Bomb, which is the equivalent of a Ground spell).

On the other hand, the ability to use items is limited to items in your inventory. You won't find merchants inside dungeons, so conserve items until you really need them. Money is never hard to come by; don't hesitate to stock up on restorative items before you enter a new area.

Mint Powder

You'll be able to get items that heal status ailments long before you'll learn the equivalent spell.



By using items instead of attacking, characters that don't have strong magic abilities can still be effective against enemies that have tough physical defense.

ANGEL'S PLUMES

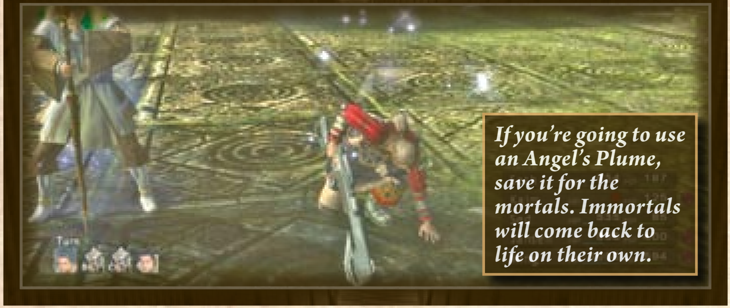
You may be tempted to purchase a bunch of Angel's Plumes in case you need to resurrect your fallen comrades, but there are a few big caveats about that approach. First, Angel's Plumes don't give your party members much HP to get you back on your feet—more often than not, you'll get knocked down as soon as you stand up.

Second, immortal characters come back to life on their own after two turns (they are immortal, after all), and when they return they'll be given more HP than what an Angel's Plume provides. The best time to use Angel's Plumes is toward the end of a battle, as only the surviving (and non-petrified) members will earn experience.

After you gain the Double Item skill, which lets you use two items consecutively, Angel's Plumes become more effective because you can resurrect multiple characters, increasing the odds that one will survive. Finally, at the end of battle all characters come back to life (as well as lose all status ailments)—so you won't need to use Angel's Plumes outside of combat.

Kaim
Seth
Jansen

Yes! He's back in the fight! And . . . down he goes again.

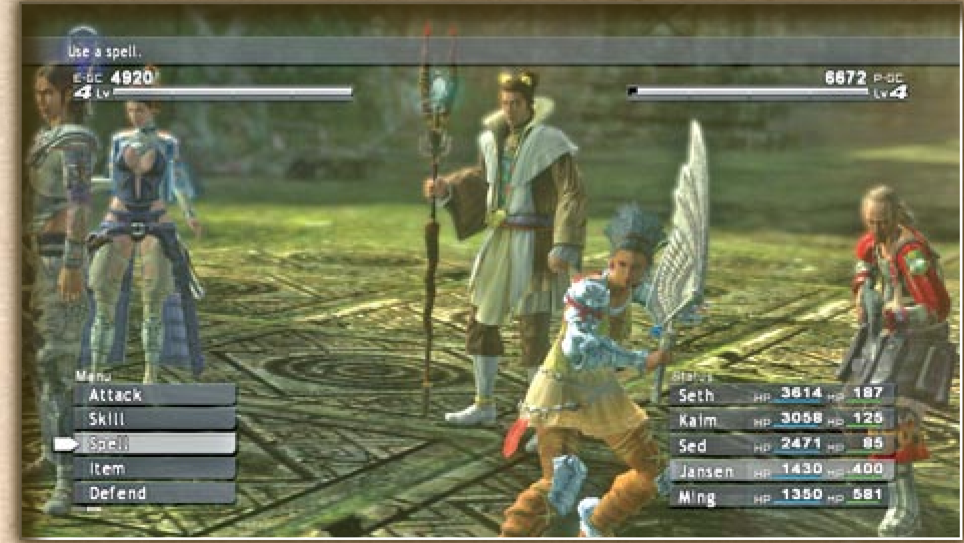


If you're going to use an Angel's Plume, save it for the mortals. Immortals will come back to life on their own.

TEAM POSITIONING

How your party members are placed during battle can have a significant effect on your team's performance. Team positioning is largely intuitive, but there are some key aspects you should be conscious of.

You are permitted to have only five active members in your battle formation—the rest of your party will have to watch from the sidelines. You can distribute your party members between the front and back row any way you please. The best strategy is to put your stronger melee attackers in the front row and your magic users in the back. Your heavy hitters don't get an advantage for being closer to the action, but their higher Defense and HP serves to protect the entire party because of the Guard Condition system.



Jansen might not like being stuck behind a girl, but Seth's high HP will save his life more often than he'd like to admit.

1

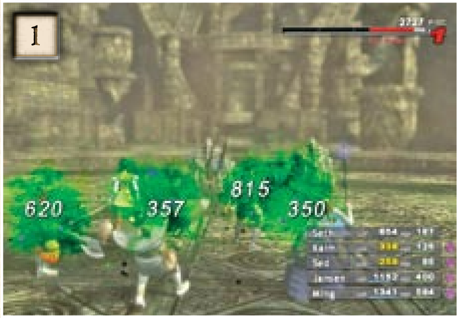
The Guard Condition

The Guard Condition (GC) system protects the back line of your party from taking as much damage as the front line. When your GC is high, attacks against the back line will suffer far less damage than the same attacks against the front line—this goes for spells as well as melee hits. As a result, it's best to put characters with weaker defense in the back row to preserve their lives.

The starting strength of the GC is determined by the total combined HP of the characters in the front row, so you'll want to enter every battle with your front-row fighters at or near full HP. As your front row takes damage, the GC wears down. The more the GC deteriorates, the more susceptible to damage your back line becomes. The GC wears down in increments from 4 to 0—a full GC is at level 4 and gradually wears down to 0 as you take damage. Your GC falls every time your party gets hit, but the inverse isn't true—healing characters doesn't restore GC. You *can* restore GC in other ways—via certain skills, for example.

In short battles, GC isn't much of a factor because the battles are usually over before it can make any difference. However, it's important to keep your GC up in long, drawn-out battles so that your back row doesn't get battered by attack after attack.

Your GC level also has an effect on casting interference—the likelihood of a spell getting delayed in midcast will increase as the party's GC dwindles.



Guard Condition applies not only to attacks and spells, but also to damage-causing status ailments.

Enemies understand GC—your front line will be targeted more heavily early in battle.

The skill Wall (and its stronger variants Walla and Wallus) will replenish lost GC.

SKILLS THAT AFFECT ENEMY GC

- CUT DOWN
- LUCKY GC IGNORE

RINGS THAT DAMAGE ENEMY GC

- SHOCKWAVE RING
- DESTRUCTION RING
- HAMMER RING
- MAULER RING

SKILLS THAT AFFECT PARTY GC

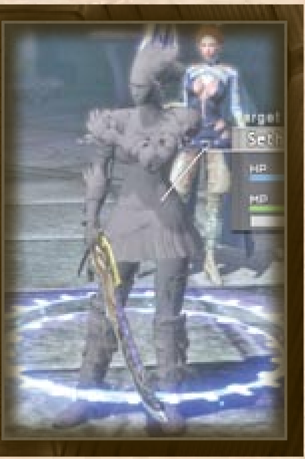
- WALL
- STAND FIRM
- STAND READY

HOW GC AFFECTS FORMATION CHANGES

Outside of battle you can adjust your formation as much as you please. But once you get into battle it's not so easy. To move a character from one row to another, you must use that player's turn, and he won't be able to do anything else during that time. When you change a player's position, the GC will adjust accordingly—move a character to the back row and you'll lose GC; move a character forward and you will gain GC.

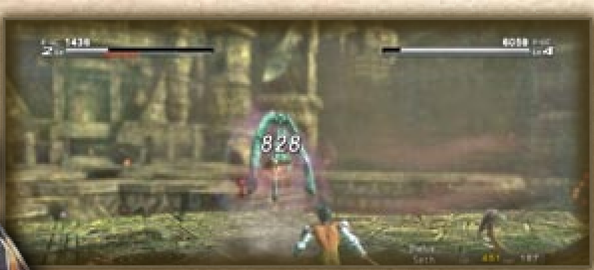
PETRIFICATION

THE STATUS AILMENT PETRIFICATION HAS A UNIQUE EFFECT ON YOUR GC. WHEN A CHARACTER IS PETRIFIED, YOU'LL LOSE GC EQUAL TO ALL THE REMAINING HP OF THE AFFLICTED PLAYER. HOWEVER, IF YOU TREAT THE AILMENT DURING BATTLE, THE GC WILL RETURN IN FULL.

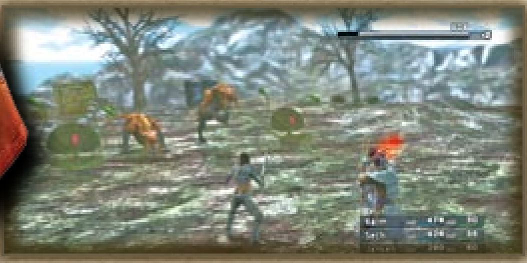


ENEMY GC

Enemy GC works exactly the same as party GC—to hit a back row of enemies effectively you should first wear down their front row. Quite often, the enemies will align similar to how you would, putting the high-magic, weak-defense fighters in the back row. You don't have to completely wipe out the enemy's GC before turning your attention to a back-row foe—just beat up on the front row until the GC is whittled down enough to make your shots felt. Also, remember that your melee attacks will typically come first—you can cast spells effectively on the back row of enemies at a battle's onset if you target your fighters at the front row. Of course, you can't always tell at a glance which enemy is in which row—check the diagram under an enemy's name when you target it to verify its position.



As soon as you can do any real damage, pounce on back-row enemies.



When all the enemies are on the same row, the Enemy GC meter doesn't appear.

SWAPPING EQUIPMENT IN BATTLE

Your characters can utilize an incredible combination of weapons, rings, and accessories, each of which serves a different purpose. You can change your equipment any time you want, even in the midst of a battle, without penalty—it won't cost your characters a turn.

The value of swapping out items in midbattle cannot be understated—it is one of the most important techniques you can employ. If you get into battle against a Fire-type foe, equip a Water-type ring to deal extra damage. If you want to see if an enemy is carrying a rare item, equip the Treasure Glasses accessory and see what the enemy is holding, then switch back to a more combat-oriented accessory. You can even steal an item from an enemy, and equip it during the same battle!

Some items will change the appearance of the character that wears them. It doesn't make any difference gameplay-wise, but when the camera passes over Kaim wearing cute little Mimint Ears, it's worth a chuckle.

1

WEAPONS

Your party can use a host of weapons in battle. Weapons don't possess any special powers—a weapon's only value is how hard it hits. You won't need to change your weapon often—just equip the most powerful weapon a character can use. Most of the members of your party have only a small selection of weapons that they are allowed to use—Mack can use only discus-shaped weapons, for example. Some characters eventually learn skills that allow them to share the ability to wield their specific weapons with other players, however. If an immortal learns Jansen's Black Staff skill, for instance, she can then use all of his weapons in battle, too.

You can usually buy more-powerful weapons at the shops in each town, but the most powerful weapons in the game can be found in the wild—keep your ears open for side quests and special missions, which frequently provide new equipment as rewards.

Attack with your weapon to damage the enemy.

6874
Menu
Attack
Skill
Spell
Item
Defend
Status
Seth 3614 187
Kaim 3280 128
Sed 2400 80
Jansen 1430 40
Ming 1400 82

1

Gala Breaker
Gala Ring obtained.

Navigation

1

2

RINGS

You learned about rings in an earlier section, but they deserve emphasis here—you stand to gain the most by swapping out rings during battle as the need arises. Every enemy has a weakness, and the more rings you have, the more you can take advantage of the weakness by equipping suitable rings. You'll find a good number of ring components by searching your environment, but if you really want to get good stuff, steal from enemies early and often. (There are even rings that can help you steal more often and more effectively.) The rings that you can't make by yourself (those that you'll either need to find or have created) tend to be the best in the game, giving the attacker an array of different bonuses for any situation.

2

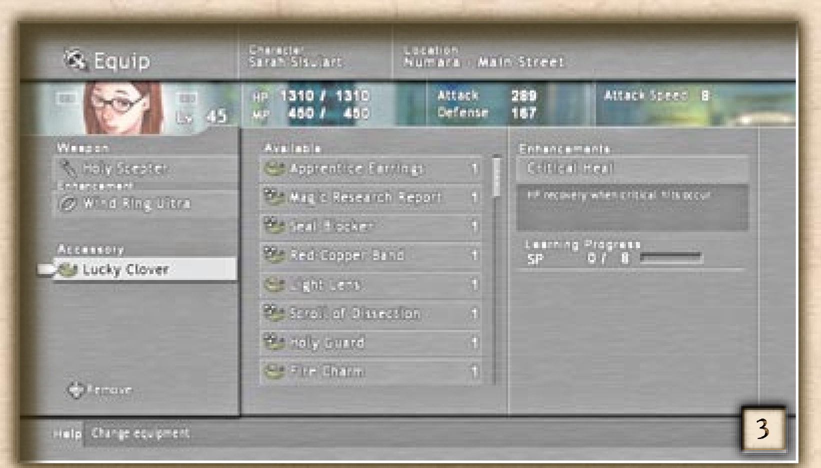
3

Accessories

Accessories provide mortals and immortals alike with skills. Like rings, you can usually wear only one at a time, although later in the game you'll be able to equip multiple accessories simultaneously.

Similar to Skill Linking with mortals, immortals can learn an accessory's attached skill by wearing it until they've garnered enough SP. But since they also have to equip the skill they've learned for it to be in effect (which takes up a precious slot in their skill list), there are times when you may want to keep the accessory equipped even after an immortal has learned the skill from it, simply to save yourself a skill slot.

Mortals can't learn skills from accessories as immortals can—they must have the accessory equipped to reap its benefits. There's no advantage to having the same skill linked twice; Jansen doesn't benefit from having the Thief's Bracelet equipped since he already knows the Steal skill, for example. The same goes for immortals—if you choose to assign the learned skill in a skill slot, it's best to equip a different accessory right away.



Character: Sarah Sisulart

Location: Numara - Main Street

Lv 45

HP 1310 / 1310

MP 450 / 450

Attack 289

Defense 167

Attack Speed 8

Weapon: Holy Scepter

Enhancement: Wind Ring Ultra

Accessory: Lucky Clover

Available	
Apprentice Earrings	1
Magic Research Report	1
Seal Blocker	1
Red Copper Band	1
Light Lens	1
Scroll of Dissection	1
Holy Guard	1
Fire Charm	1

Enhancements: Critical Heal

HP recovery when critical hits occur

Learning Progress

SP 0 / 8

Help: Change equipment

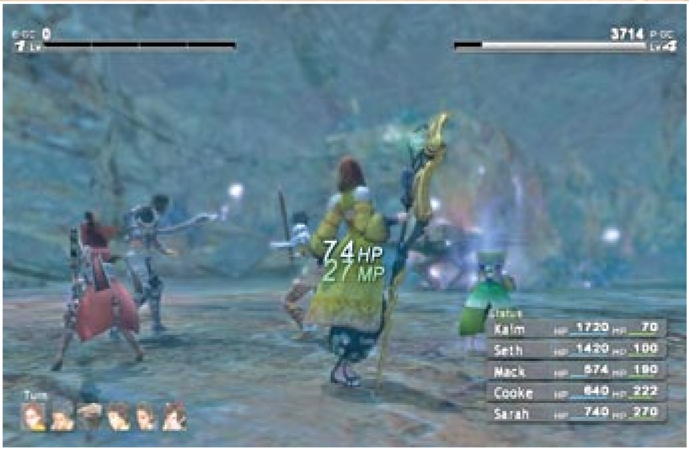
To create extremely well-rounded immortal characters, rotate accessories among them so each immortal can learn all of the skills the accessories can provide.

DEFENDING AND FLEEING

When you defend, you forgo any offensive action in favor of protecting yourself for the round. It makes a significant difference in how much damage you'll take, but usually you should defend only when you have no other effective option in battle—for the most part, your best defense is a good offense. Besides, the defending player might not even be targeted, which negates the whole point of defending.

Some skills make defending a much more valuable tool in battle. One of the most effective is the Relax skill, which will restore a significant amount of MP when you defend. Give it to one of your back-row spellcasters and defend when you get into an easy battle.

When all else fails and it appears your chances of winning the battle are slim, you can try to escape from the battle by pressing left from the character's battle menu and selecting Flee. If you flee, you won't earn any experience, gold, or other spoils like you do when you win a battle. Additionally, your flee attempt might fail—you might not be allowed to escape *and* you could lose your chance of doing anything else. If the situation is particularly dire, try to flee with multiple characters to improve your chances of escaping. Once you get the skill Turn-Tail, try to always have one member of your party equip it—it guarantees your ability to flee every time.



It sounds counterintuitive, but it's best to defend when the going gets easy, using the opportunity to heal your characters via skills.

1469
Seth HP 654 MP 187
Kalm HP 815 MP 125
Sed HP 678 MP 85
Jansen HP 855 MP 395
Ming HP 350 MP 584
Turn

If you're getting really banged up, the Turn-Tail skill is your friend. Just remember to heal before you wander into another battle.

STATUS AILMENTS

In addition to taking physical damage, your characters and enemies alike are susceptible to status ailments. Status ailments adversely affect performance in battle by preventing the target from casting spells or by putting him to sleep. Status ailments aren't guaranteed—if you're targeted for Paralysis, there's a decent chance it will fail. The duration of status ailments also varies—sometimes a status ailment will last only one turn, and other times it will last multiple turns. Some status ailments persist until you take care of them through spells or items, or until the battle is over. (In all cases, status ailments are wiped away after the battle is over—even death is reversed at the end of battle.)

You can protect yourself from status ailments by using skills that provide resistance, limit how often you get afflicted, or prevent you from receiving the status ailment at all. Some enemies (particularly bosses) have immunities to status ailments, as well—experiment with a variety of ailments to figure out what works against an enemy and what doesn't.

665
5204
Seth 2717 167
Kaim 2488 120

When you get hit by the Petrification status ailment, you'll sometimes have a few rounds to fight before you turn to stone.

Defend for 1 turn to reduce the damage you take.

1020
6557
Attack
Skill
Seth 3614 167
Kaim 2944 120

Some monsters will turn you to stone instantaneously. And if your entire party becomes petrified, it's game over.

Status Ailments During Battle

Condition	Description	Duration	Cure
KO	Unable to perform any actions	Until end of battle for mortals, two rounds for immortals	Angel's Plume
Critical HP	When low on HP, all actions occur faster than normal	Random	Healing Medicine
Frostbite	Changes to Freeze status if any freezing attack is sustained	Permanent until cured or changed to Freeze (or end of battle)	Blazing Ruby or Cure-All
Sleep	Unable to perform any actions	Random	Mint Powder or Cure-All
Poison	Take damage after every turn	Permanent until cured (or end of battle)	Antidote or Cure-All
Paralyze	Causes any action that is queued to be cancelled	Random	Anti-Paralysis Herb or Cure-All
Seal	Disables the Spell command; it is impossible to use magic until Seal is removed	Random	Seal Clear or Cure-All
Kelolon	Attack damage and HP recovery reduced to 1; critical-hit damage increased	Random	Kelo-Vitamin or Cure-All
Toxin	Take damage after every turn; if afflicted with both Toxin and Poison, the Toxin effect takes priority	Permanent until cured (or end of battle)	Antidote or Cure-All
Virus	Take damage after every turn; stacks with Poison/Toxin	Permanent until cured (or end of battle)	Antidote or Cure-All
Blind	Reduces accuracy, evade, and chance of critical hits	Random	Eye Drops or Cure-All
Dizziness	Unable to select target for normal attacks, skills, items, or magic	Random	Smelling Salts or Cure-All
Terror	Unable to perform any actions	Random	Brave Fruit or Cure-All
Darkness	Causes a random status ailment after every turn	Random	White Flame Rock or Cure-All
Petrify	Unable to perform any actions	Either immediate or after two turns	Stone Beast's Thorn or Cure-All
Curse	Causes a random status ailment	Permanent until cured (or end of battle)	Cure-All
Formation Paralysis	Cannot change formation in battle	Permanent until cured (or end of battle)	Bind Healer or Cure-All

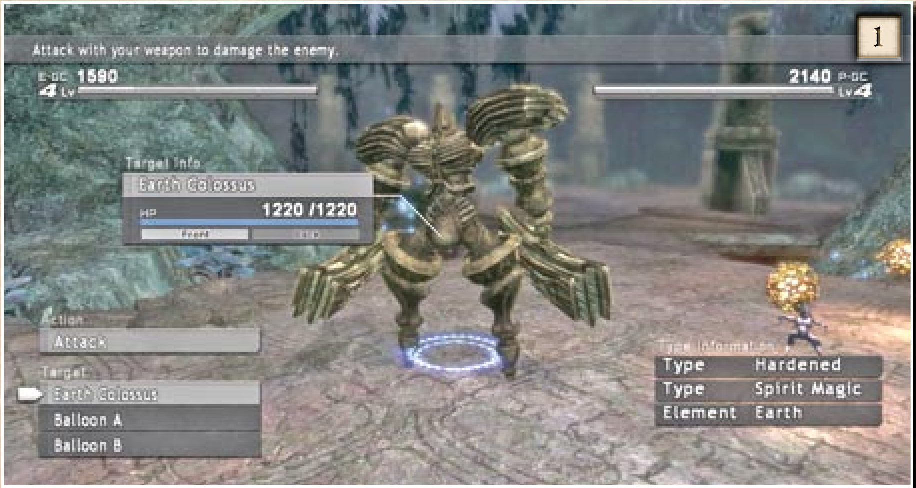
MONSTER TYPES AND ELEMENTS

As diverse as your combat repertoire is, the monsters you'll face are even more varied. Monsters have both types and elements that denote their strengths and weaknesses. No single action in your arsenal is guaranteed to work against every monster—you must make wise decisions and attack a monster's weaknesses if you want to be victorious.

1 Monster Types

Monster types describe some physical aspect of your foe, such as Hardened or Organic. Some monster types are helpful in determining how you should attack them; for example, Hardened types are tough to hit with physical attacks. You can also get an idea for how they'll attack you—you can be sure that Spirit Magic enemies are inclined to cast Spirit Magic. You can't tell what type a monster is by default—the skill Factual Analysis will reveal its type (and its element, discussed next). However, you can often tell what type a monster is by its appearance—birdlike creatures are typically Aerial types, and robotic-looking foes are Mechanical types, for example.

You can deal extra damage against monsters of certain types by equipping type-specific rings. Since you can swap out rings during battle without burning a turn, you can give yourself an advantage for virtually every attack you launch. That means you'll need to have the appropriate ring in your inventory when you go into a battle, so be sure to make at least one of every type of ring that you can.


1
Attack with your weapon to damage the enemy.
E-DC 1590
4 Lv
2140 P-DC
Lv 4
Target Info
Earth Colossus
HP 1220 /1220
Front
Action
Attack
Target
Earth Colossus
Balloon A
Balloon B
Type Information
Type Hardened
Type Spirit Magic
Element Earth

There are rare monsters that have multiple types, and thus multiple weaknesses.

1
1205
DAMAGE UP !
Status
Seth HP 4783 MP 286
Mack HP 2360 MP 420
Kaim HP 5964 MP 180

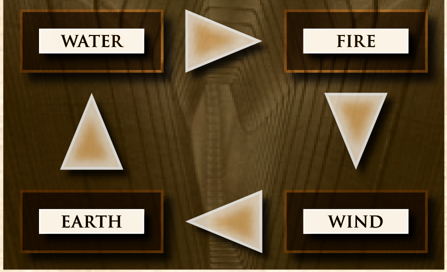
Equip the right ring for each situation—wear the Jamming Ring to knock out mechanical enemies, for instance.

2 Elements

In addition to types, some enemies are branded with elements. There are only four elements, and they work in a rock-paper-scissors fashion—each element is vulnerable to a different element and strong against another. Elemental enemies are easier to fight than enemies that have no element, as there are magic attacks that will do elemental damage in addition to your ring enhancements. Though an elemental attack won't do as much damage against a non-elemental enemy as against an elemental foe, they do work. There's no need to save your elemental spells for elemental enemies only.

Elemental spells are effective against non-elemental foes, too. The spells affect all non-elemental enemies the same way since there's no elemental matchup to factor in.

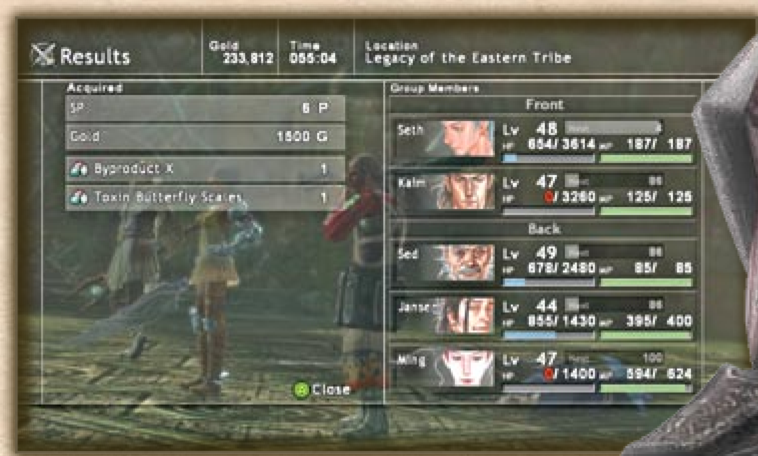
ELEMENTAL STRENGTHS AND WEAKNESSES


WATER
FIRE
EARTH
WIND

BATTLE REWARDS

All this combat has its rewards. Most importantly, combat provides experience that will raise your characters' levels. Going up a level not only raises your stats, but also allows your mortals to earn new skills at regular intervals. When you go to a new location, you'll typically gain levels quickly until you reach the ideal level for that area. But if you're higher-level than you should be for a given area, you'll earn only 1 Experience Point per battle, making it impractical to level up by picking unnecessary fights.

You'll also earn SP after each battle—usually equivalent to how many enemies you fought. This does not scale the way Experience Points do, so you can grind to earn SP. Additionally you'll earn gold, plus items chosen at random from enemies' Dropped Item lists (which you can see with the Treasure Glasses or the Treasure Analysis skill). These items are almost always ring components.



Results
Gold 233,812
Time 055:04
Location Legacy of the Eastern Tribe

Acquired
SP 6 P
Gold 1500 G
Byproduct X 1
Toxin Butterfly Scales 1

Group Members
Front
Seth Lv 48 HP 654/ 3614 MP 187/ 187
Kalm Lv 47 HP 0/ 3260 MP 125/ 125
Back
Sed Lv 49 HP 678/ 2480 MP 85/ 85
Jansen Lv 44 HP 855/ 1430 MP 395/ 400
Ming Lv 47 HP 0/ 1400 MP 594/ 624

Remember that fallen allies won't earn experience.

Stole Slot Seed!

You will very rarely get great items like Slot Seeds from battle.

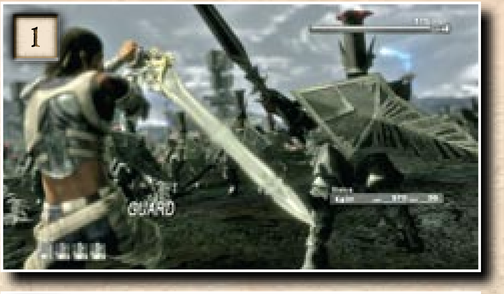
THE HIGHLANDS OF WOHL

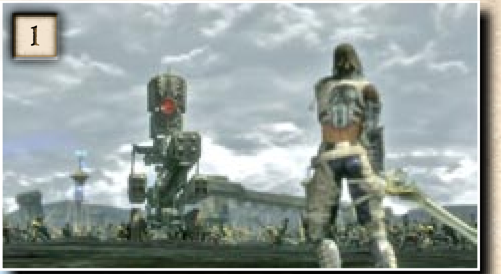
LOST ODYSSEY BEGINS WITH KAIM AT THE CENTER OF AN ALL-OUT WAR BETWEEN THE NATIONS OF KHENT AND UHRA. EVEN KAIM MAY NOT BE ENTIRELY SURE HOW HE GOT THERE, OR WHY, BUT THAT WON'T STOP HIM FROM LAYING WASTE TO ANY KHENT SOLDIER FOOLISH ENOUGH TO STAND IN HIS WAY. HOWEVER, THERE MAY BE DEADLIER THINGS THAN KAIM TO HIT THIS BATTLEFIELD. . . .

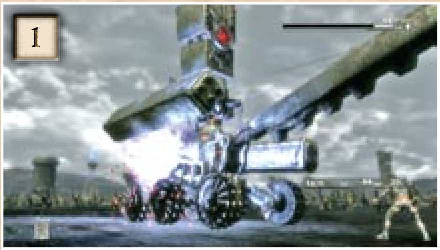
1 The Might of an Immortal

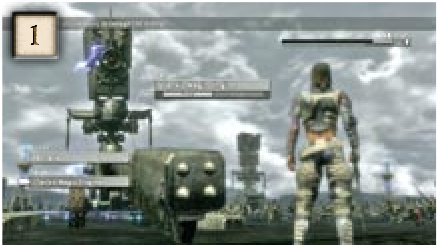
There are two phases to Lost Odyssey's opening battle. In the first, Kaim is surrounded by an army of soldiers who are too weak to break through his defenses. You can pick any target you like, and there's no need to worry about defending or using items.

But when the soldiers realize just how screwed they are, they'll call in a Heavy Tank that is more than capable of pounding Kaim into a pool of blood, bone chips, and dangling forelocks. To defeat it, you'll need to alternate between targeting its Right Unit and Left Unit. Whichever one you hit will raise a shield to defend against your next attack, so don't ever target the same one twice in a row. You should have just enough health to destroy both units and hit the tank's Magic Engine for the killing blow, but if you want to fight conservatively, you can defend to reduce the damage of the raised-arm Blade Attack and heal yourself with Kaim's supply of Healing Medicines.

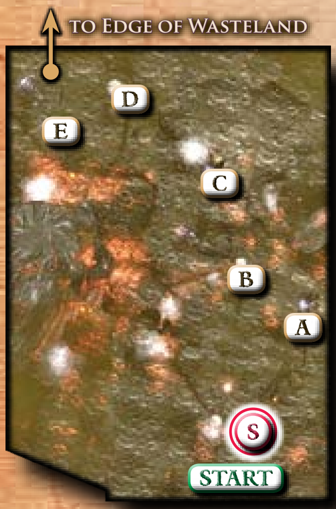








HYPOCENTER

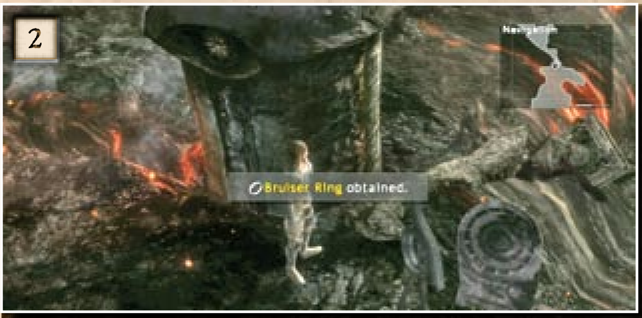

TO EDGE OF WASTELAND
D
E
C
B
A
S
START

A. Healing Medicine
B. Bruiser Ring
C. Angel's Plume
D. Mana Herb
E. Name Plate

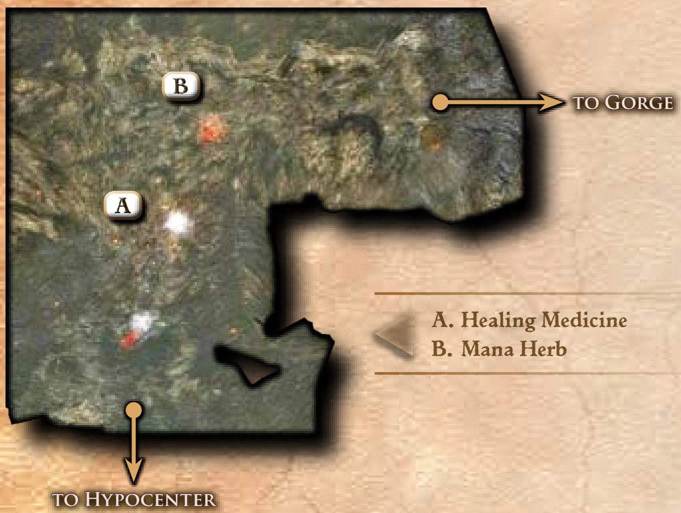
2 BASHING SOLDIERS WITH THE BRUISER RING

After the meteor impact, Kaim finds himself in the Hypocenter area of the Highlands. The area is littered with the shattered husks of Khent war machines, which Kaim can smash apart with a tap of the A button. You'll find items in the debris, including a Bruiser Ring that Kaim will equip automatically.

2
Navigation


2
Navigation
Bruiser Ring obtained.

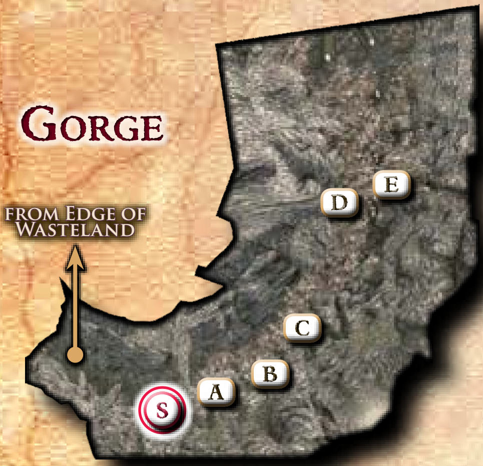
EDGE OF WASTELAND


B
A
TO GORGE
TO HYPOCENTER

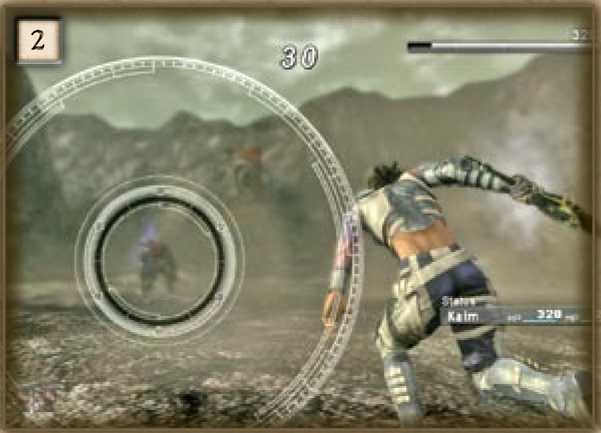
A. Healing Medicine
B. Mana Herb

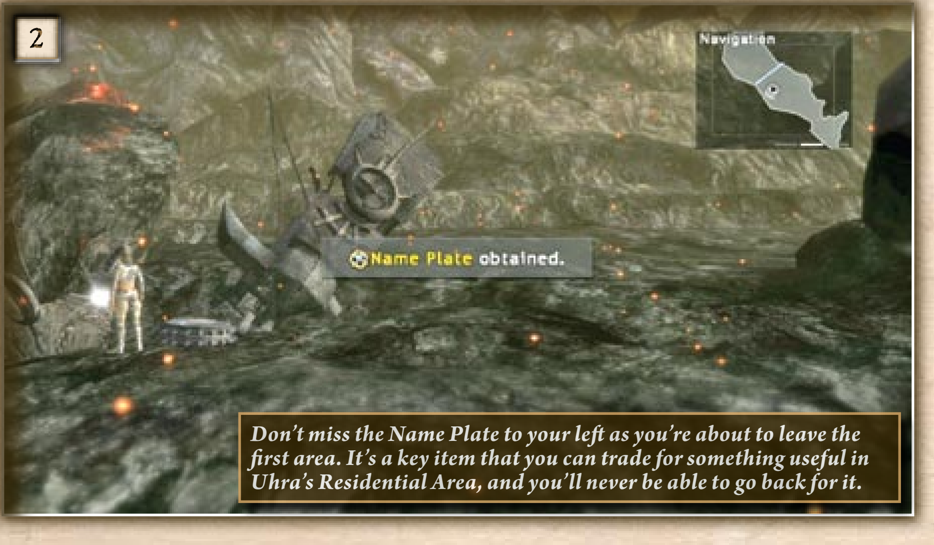
When Kaim attacks with a ring equipped, a white circle will appear, and if you hold down the right trigger and release it just as the circle aligns with the target reticule on the foe, you'll activate the ring's ability (in this case, dealing additional damage). The Insane Khent Soldiers that wander the Highlands offer a good opportunity to practice your timing, but the results don't matter much; even if you fail to activate your ring, you should deal more than enough damage to kill them with a single hit.

GORGE


FROM EDGE OF WASTELAND
D
E
C
B
A
S

A. Healing Medicine
B. Mana Herb
C. Healing Medicine
D. Whetstone x4
E. Angel's Plume


2
30
Kaim
320

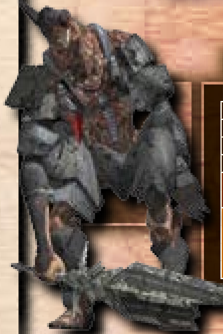


Name Plate obtained.

Don't miss the Name Plate to your left as you're about to leave the first area. It's a key item that you can trade for something useful in Uhra's Residential Area, and you'll never be able to go back for it.

ENEMY

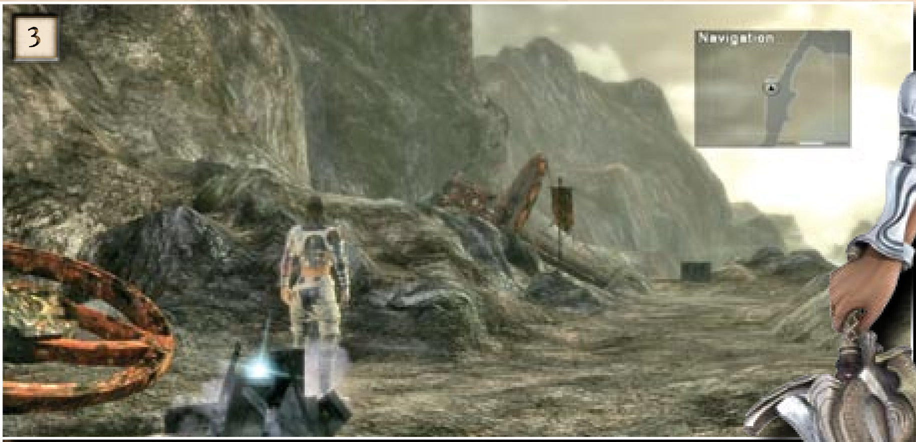
INSANE KHENT SOLDIER



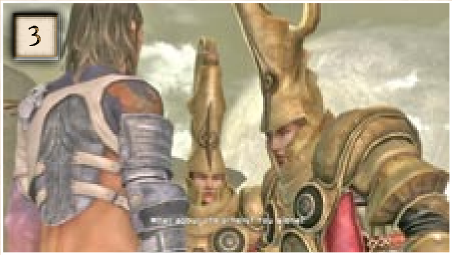
HP:	60
TYPE:	—
ELEMENT:	—
—	—
STEALS:	—
	—
DROPS:	—
	—
	—
	—
	—

3 YOUR CHARIOT HAS ARRIVED

Proceed north down the thin path near the Bruiser Ring, and continue into the Edge of Wasteland and Gorge areas. On the way you'll notice several weathered crates that crumble to dust as you walk by, revealing useful recovery items.



After you pass the save point in the Gorge, you'll meet two friendly soldiers who will offer a free ride back to Uhra. Before you take them up on it, backtrack toward the entrance of the map since the soldiers lead you right past two treasure-filled crates. Then open the two treasure boxes in the camp, talk to the other survivors, and hop into an armored car when you're ready to move on. While in the car, talk to fellow survivor Seth to advance to the next event.



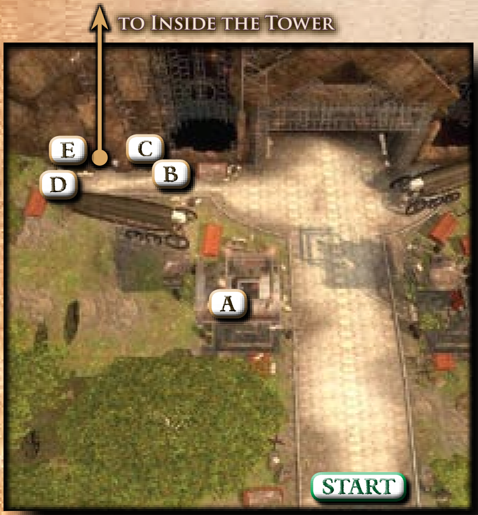
DISC 1 | CHAPTER 1-2

THE MAGIC REPUBLIC OF UHRA

THE COUNCIL WISHES TO SPEAK TO A SURVIVOR, SO GUARDS HAVE BEEN SENT TO ESCORT KAIM TO AN AUDIENCE WITH THE ELECTED RULERS OF UHRA. IN THE TIME BETWEEN THAT MEETING AND HIS NEXT ASSIGNMENT, KAIM CAN GATHER VALUABLE ITEMS, MEET NEW COMPANIONS, AND EVEN RECALL A FEW FRAGMENTS OF HIS PAST.

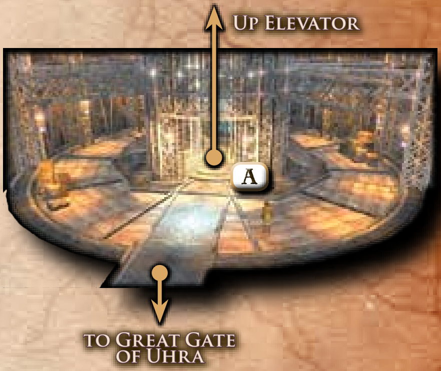
THE GREAT GATE

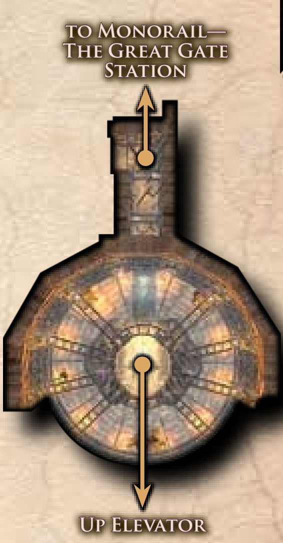
THE GREAT GATE OF UHRA

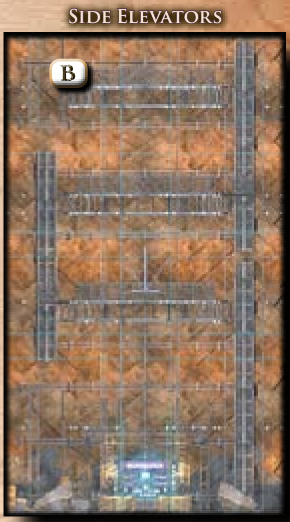

TO INSIDE THE TOWER
E
C
B
D
A
START

A. Seed
B. Mana Herb
C. Magma Fragment
D. Whetstone
E. 10G

INSIDE THE TOWER


UP ELEVATOR
A
TO GREAT GATE OF UHRA

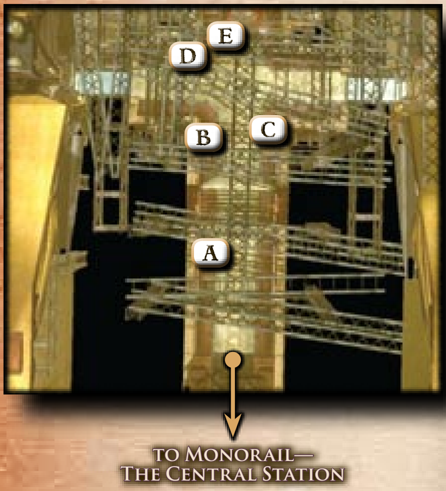

TO MONORAIL— THE GREAT GATE STATION
UP ELEVATOR


SIDE ELEVATORS
B

A. Rigging (see point 2)
B. Platinum Gauntlet*

*Not accessible on first visit to this area

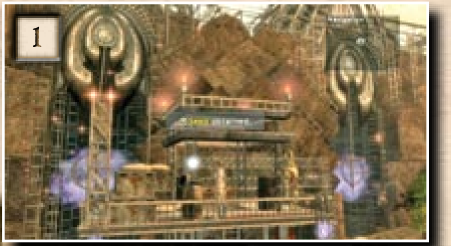
MONORAIL—THE GREAT GATE STATION



A. Antidote
B. 100G
C. 10G
D. Healing Medicine
E. Seed

1 THERE'S ALWAYS TIME TO LOOT

The Council can wait—there are garbage cans that need kicking! Before following the guards into the station, run back to the guard tower near the entrance to the Great Gate area, and climb the ladder. Kick the garbage can on top to reveal the first of 99 hidden Seeds, which can be traded to Pipots for valuable items. Four more trash cans await near the entrance to the tower, and the loot includes the first of three Magma Fragments you'll need to make a Flame Ring.

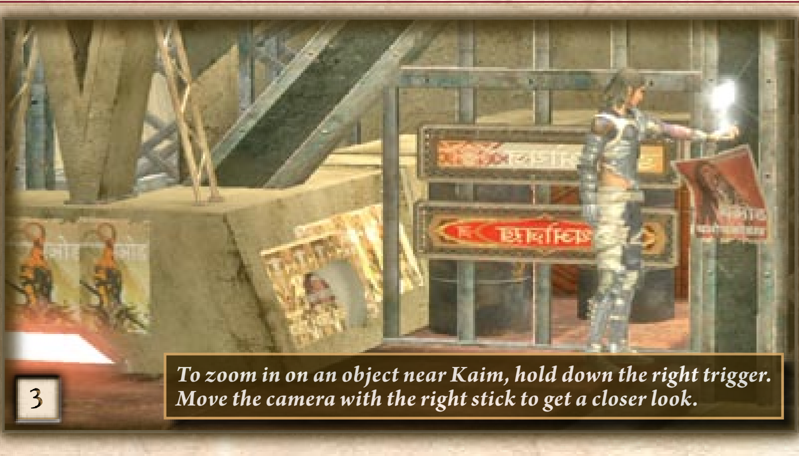


2 THE MYSTERY OF THE MISSING HELMET

You'll meet Colen on the ground floor of the tower, near the central elevator. He'll explain that one of the soldiers lost his helmet after an elevator ride. When you ride the elevator yourself, keep your eyes peeled, and you'll see one of those strange gold helmets stuck on the elevator rigging to the right of Kaim. Before following the guards into the station, ride the elevator back down, then press the A button to ram the rigging and send the helmet crashing down. Return it to Colen for an *Antidote Brooch*, a very important accessory that can teach Kaim the Anti-Poison skill.

3 PEELING POSTERS FOR TREASURE

Whenever you see a poster that has a corner blowing in the wind, you can peel it back to reveal a hidden item. There are five such posters in the monorail station, concealing quite a bit of money and a second Seed, so make sure you find them all before you hop onto the train at the east end of the station.

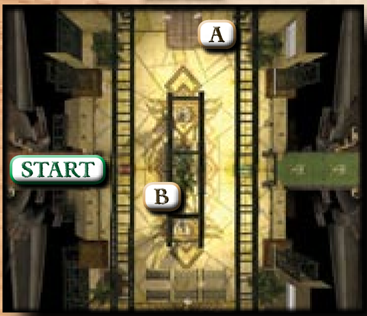


To zoom in on an object near Kaim, hold down the right trigger. Move the camera with the right stick to get a closer look.

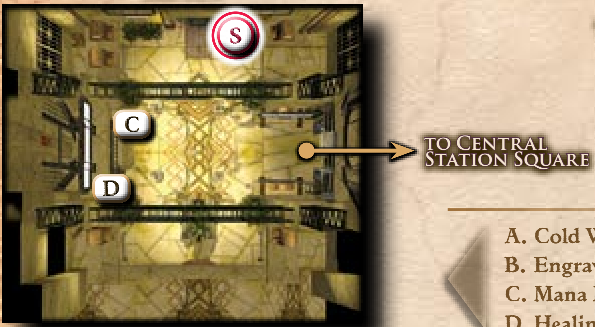
CENTRAL STATION

MONORAIL—THE CENTRAL STATION

FLOOR 2

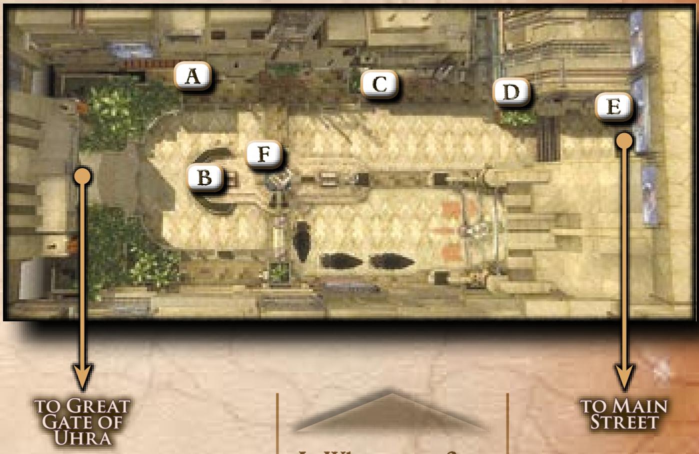


FLOOR 1



- A. Cold Water Stone
- B. Engraved Ring
- C. Mana Herb
- D. Healing Medicine

CENTRAL STATION SQUARE



- A. Whetstone x2
- B. Seed
- C. Angel's Plume
- D. Seed
- E. Wind Seal Leaf
- F. Gaia Breaker and Gaia Ring*

*Treasure-hunting clue required

1

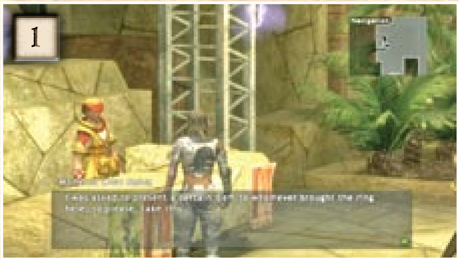
A REWARD FOR A GOOD SAMARITAN

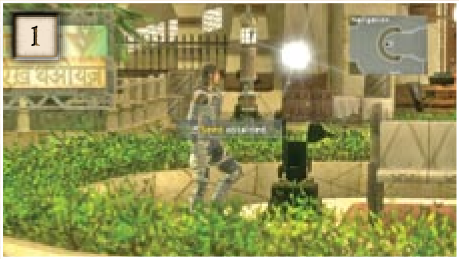
You'll exit the monorail on the second floor of the Central Station, where you'll find a Cold Water Stone in a trash can and an Engraved Ring sparkling on the station floor. Take that ring downstairs to the lost-and-found counter (on the west side of the station), and the attendant will reward you with a *Cure-All*. Continue into the Central Station Square, where you'll notice several black objects that look like kettles. You'll find items in these, as well as in the usual posters and trash cans.

2

KAIM'S NEW ASSIGNMENT

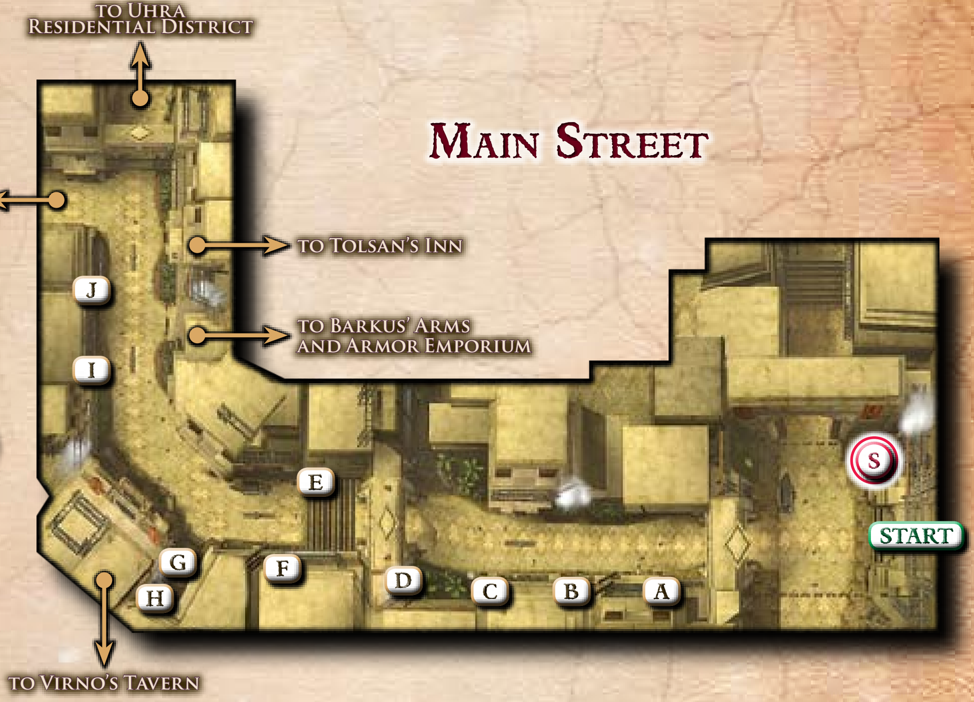
When you exit east from the Central Station Square, the guards will escort you through Main Street and into the council building. There you'll be given your next assignment: Investigate the Grand Staff construction site with fellow immortal Seth Balmore. While they round her up, you're free to explore Uhra, or head straight to Tolsan's Inn for a comped night's stay. Before you slumber, make sure to scour the posters, vases, and garbage cans for 10 hidden items in the Main Street area, and to stop in to Virno's Tavern to ogle the lovely Rinella.





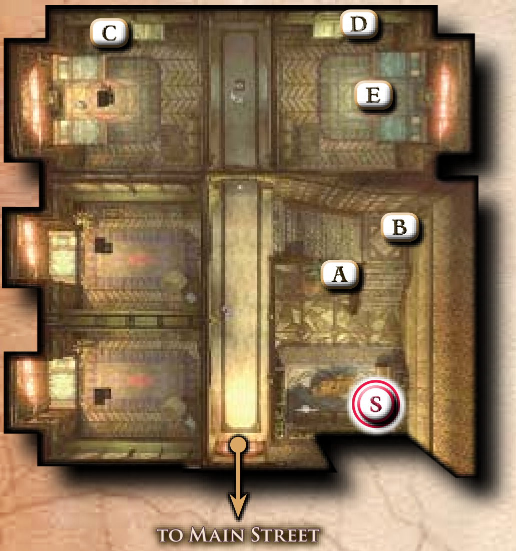
MAIN STREET

MAIN STREET


TO UHRA RESIDENTIAL DISTRICT
TO CENTRAL STATION SQUARE
TO TOLSAN'S INN
TO BARKUS' ARMS AND ARMOR EMPORIUM
J
I
E
S
START
G
F
D
C
B
A
H
TO VIRNO'S TAVERN

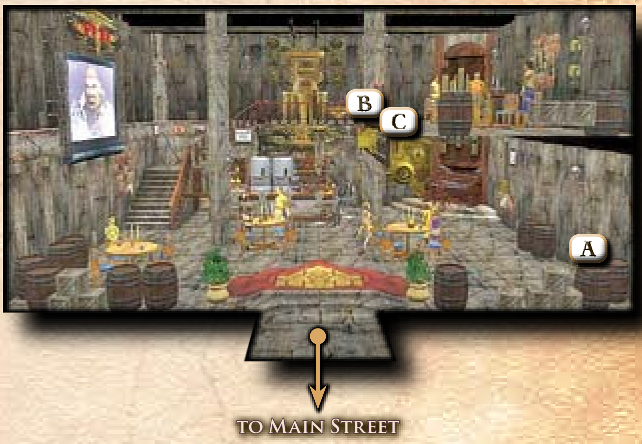
A. Wind Seal Leaf
B. Magma Fragment
C. 100G
D. Seed
E. Healing Medicine
F. Antidote
G. 10G
H. Whetstone x2
I. Mana Herb
J. Seed

TOLSAN'S INN


C
D
E
B
A
S
TO MAIN STREET

A. Antidote
B. Seed
C. 100G
D. Angel's Plume
E. Holy Knight Charm

VIRNO'S TAVERN


B
C
A
TO MAIN STREET

A. 100G
B. Aqua Bomb
C. Seed

ACHIEVEMENT

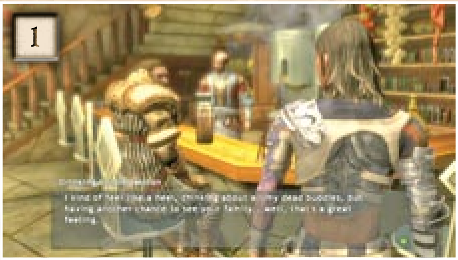
1

A Day and Night of Restless Dreams

The proprietor of Tolsan's Inn will see Kaim straight to his room, where he'll awaken from one dream and then quickly stumble into another. The second dream is *"Hanna's Departure,"* the first of the "A Thousand Years of Dreams" collection of short stories. You can view it now, or skip it and watch it later in the game (you can select it from the title screen or from the menu that appears when Kaim rests in a bed). When you finish watching it, you'll earn a 20G achievement. If only all literature worked that way!

If that little taste of Kaim's backstory left you hungry for more, visit the tavern to the southwest and approach the bar. After a conversation with the soldier there, Kaim will remember a second dream, *"A Hero's Return."* Exit the tavern, come back in, and head upstairs to unlock the third dream *"In the Mind of a Captive."* Still not enough? Leave the tavern and reenter, then approach the father and son at the bar to unlock yet another dream, *"A Mother Comes Home."*

Kaim recalls a memory that was locked deep within his heart.

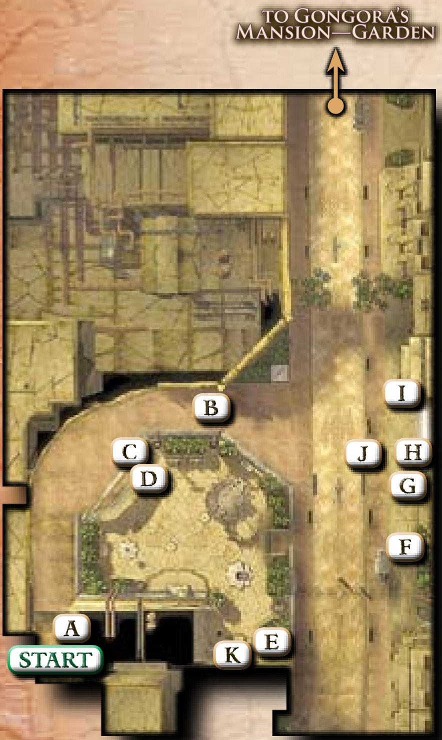


Seed obtained.

Be sure to raid both the tavern and the inn for items before moving on.

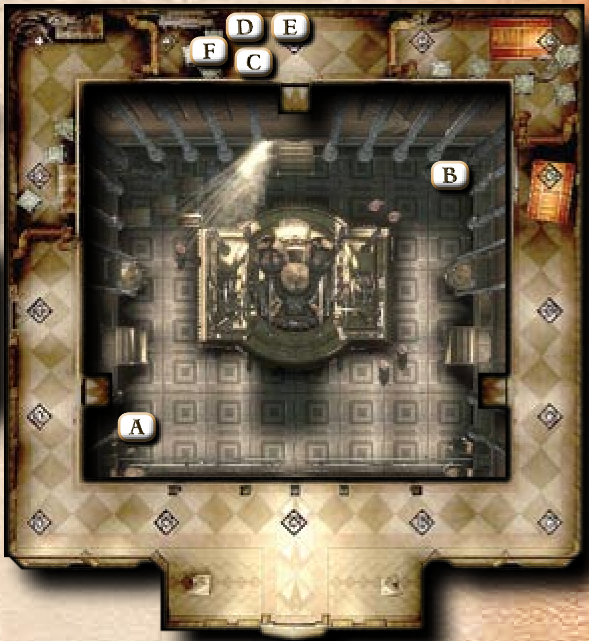
RESIDENTIAL AREA

RESIDENTIAL AREA

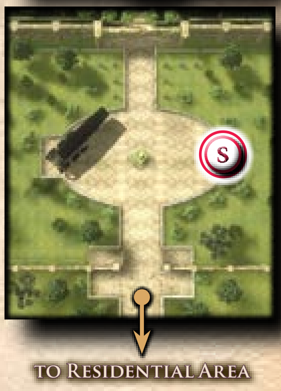


A. 100G
B. Magma Fragment
C. Seed
D. Whetstone x3
E. Healing Medicine
F. Wind Bomb
G. Seed
H. Seed
I. Cold Water Stone
J. Seed
K. Zephyrus [spell]*
*Sunderch Glasses required

GONGORA'S MANSION



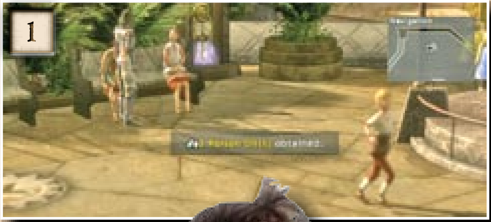
A. Quality Iron Sand x2
B. Seed
C. Flare Bomb
D. Berserker Necklace
E. Hawk Eye
F. Magma Fragment x2



1 WHITE FLOWERS AND A GRIEVING MOTHER

If you haven't met Jansen yet and received the summons from Gongora, venture south down Main Street after your first night's stay at the inn. After that event, you'll need to head north through the Residential Area to find Gongora's Mansion. Be sure to stop and talk to the moms on the playground benches to trigger two events. The first is a new dream, "*White Flowers*." Don't miss it!

On the next bench over, you'll find a mother who lost her son in the Highlands battle. Give her the Name Plate you found there, and she'll reward you with a pair of *Poison Oils*. They're of no use by themselves, but they'll put you halfway toward making the Poison Ring.

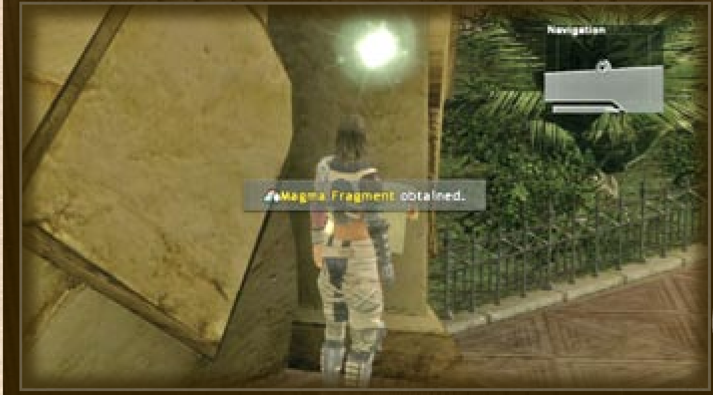


Poison Oils obtained.

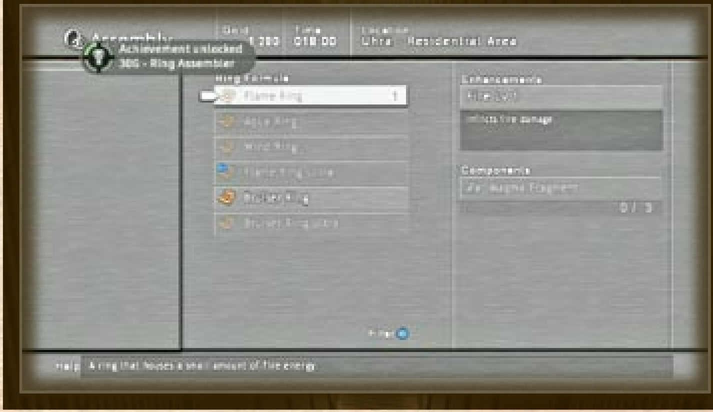
ACHIEVEMENT

KAIM, MASTER RINGSMITH

THE POSTER AT POINT B IN THE RESIDENTIAL AREA CONCEALS WHAT SHOULD BE YOUR THIRD MAGMA FRAGMENT. THAT'S THE LAST ONE YOU NEED TO CRAFT THE FLAME RING AND EARN THE 30G RING ASSEMBLER ACHIEVEMENT. BUT DON'T EQUIP IT QUITE YET; THE BRUISER RING IS MORE GENERALLY USEFUL, AND YOU CAN ALWAYS CHANGE RINGS AT THE BEGINNING OF EACH TURN DURING COMBAT (WITHOUT WASTING YOUR TURN) WHEN YOU RUN INTO A WIND-TYPE FOE THAT WOULD BE PARTICULARLY VULNERABLE TO FIRE.


Navigation

Magma Fragment obtained.


Assembly
Gold
Time
Location
Uhra Residential Area
Ring Formula
Flame Ring
Aqua Ring
Wind Ring
Flame Ring Lite
Bruiser Ring
Bruiser Ring Lite
Enhancements
Components
Magma Fragment
0 / 3
Help

Achievement unlocked
30G - Ring Assembler

A ring that houses a small amount of fire energy.

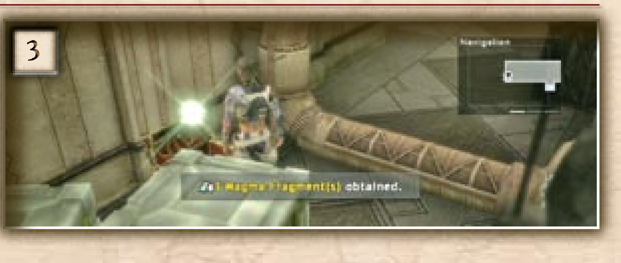
2

AN AUDIENCE WITH GONGORA

Continue north through the Residential Area, where you'll find Gongora's lavish mansion. When you speak to the guards, you'll be asked to step aside until Tolten leaves, and then you'll be ushered into the building. Make your way to the Magic Research Lab at the center of the mansion, kick over a few trash cans, and then ride the elevator in the northwest corner to Gongora's study. You'll find Jansen already waiting.

3 RAIDING GONGORA'S TREASURE STORES

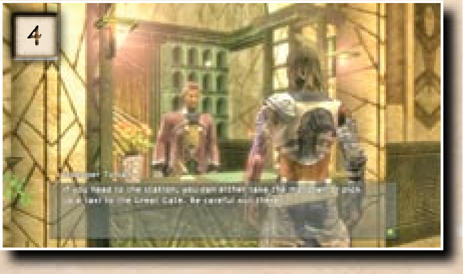
After you meet with the councilman, his masked attendants will offer you anything you like from his treasury, which really takes all the fun out of stealing it. Head north from the Magic Research Lab and hit the three treasure boxes, which contain a number of useful accessories. Before you leave, step between the two chests to the left, grab the wooden crate with the A button, and pull it toward the chests. You can then slip behind it to discover a fourth chest full of Magma Fragments.

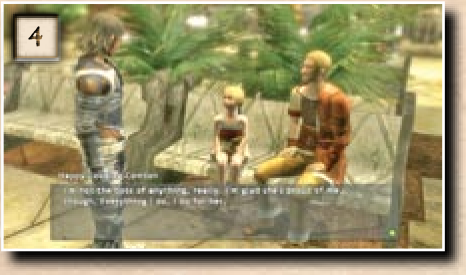


1 Magma Fragment(s) obtained.

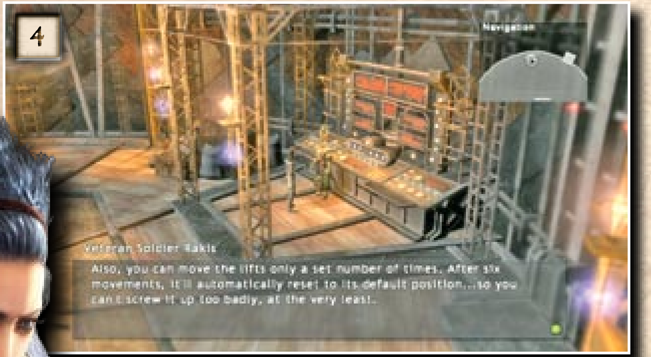
4 ONE FINAL DREAM, ONE FINAL TREASURE

You'll run into Seth on your way back to Main Street, and the message left for you at the inn will confirm her claims. To return to the Great Gate, you can take either a cab or the monorail. Dream-seekers should opt for the latter; Kaim will remember the "*Little Liar*" dream when he runs into a father and daughter sitting on the benches at the upper floor of the Central Square Station. The monorail to the Great Gate departs directly across from them.



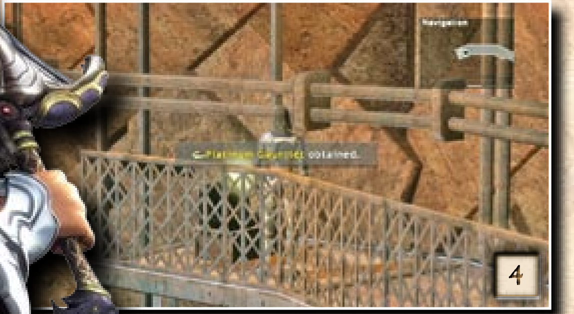


When you take the elevator down the Great Gate tower, stop to speak to the guard at the ground level. He'll ask for your help controlling the elevators that run along the east side of the tunnel, and give you three levers to pull. To line them up, pull the levers in A, C, B, A, A order. You can then take the elevators yourself to a treasure chest with a *Platinum Gauntlet* accessory.



Veteran Soldier Rakis

Also, you can move the lifts only a set number of times. After six movements, it'll automatically reset to its default position...so you can't screw it up too badly, at the very least.



Platinum Gauntlet obtained.

5 MEET UP AND HIT THE ROAD

Kaim will find Seth waiting in front of the Great Gate, and Jansen and his entourage will join you soon after that. As your merry party heads toward the open road, Barkus (the long-absent owner of the weapon shop) will drive up to meet you. He's off to reopen his shop in town, but he'll give you a crack at his wares first. You can buy plenty of bombs and recovery items for your journey, but the only new accessory is the Thief's Bracelet, and since your immortals can learn Steal from Jansen, it isn't a necessary purchase.

SHOP DETAILS

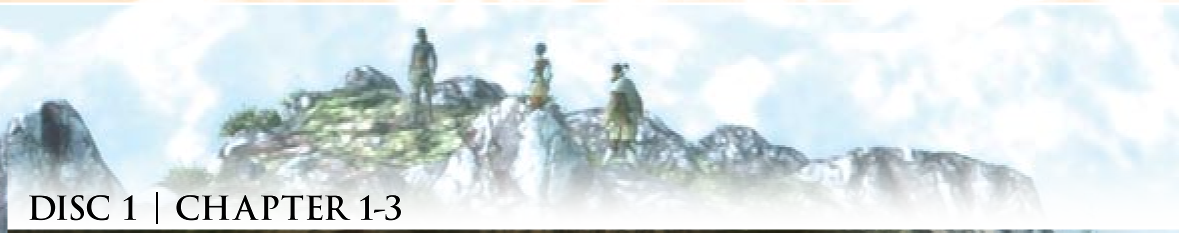
BARKUS' ARMS AND ARMOR EMPORIUM

ITEMS

ITEM	PRICE
HEALING MEDICINE	40G
MANA HERB	60G
ANTIDOTE	15G
ANGEL'S PLUME	150G
FLARE BOMB	100G
AQUA BOMB	100G
WIND BOMB	100G
GROUND BOMB	100G

ACCESSORIES

ACCESSORY	ENHANCEMENT	PRICE
THIEF'S BRACELET	STEAL	250G
BERSERKER NECKLACE	CRISIS ATTACK BOOST	220G
HOLY KNIGHT CHARM	CRISIS DEFENSE BOOST	220G



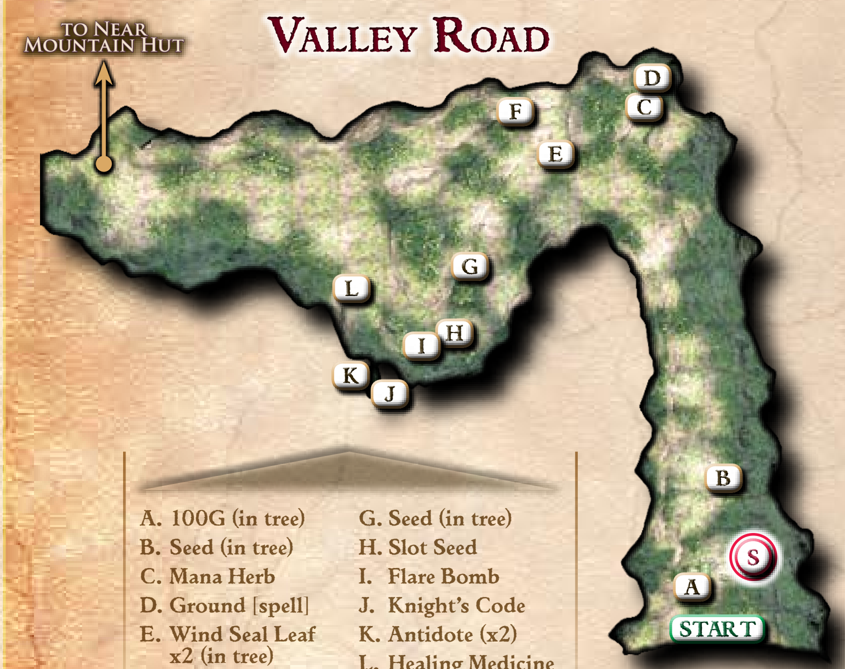
DISC 1 | CHAPTER 1-3

THE IPSILON MOUNTAINS

To reach Grand Staff from Uhra, Kaim's party will have to cross the treacherous Ipsilon Mountains. It's a tough road, but your party is immortal—at least, most of its members are. Mortal Jansen has only a fraction of the strength of Kaim and Seth, so they'll need to work hard to keep him alive.

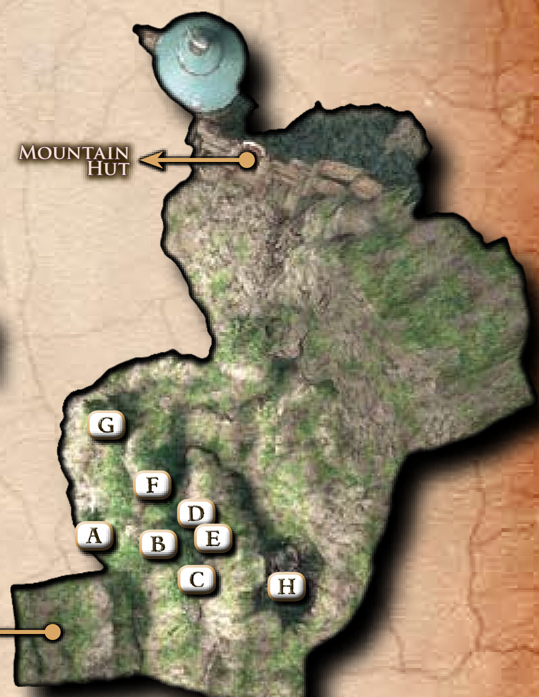
Ascent

Valley Road



A. 100G (in tree)
B. Seed (in tree)
C. Mana Herb
D. Ground [spell]
E. Wind Seal Leaf x2 (in tree)
F. Magma Fragment (in tree)
G. Seed (in tree)
H. Slot Seed
I. Flare Bomb
J. Knight's Code
K. Antidote (x2)
L. Healing Medicine

Near Mountain Hut



A. Magma Fragment x2 (in tree)
B. Seed (in tree)
C. Wind Seal Leaf x2 (in tree)
D. Flare Bomb
E. Barricade [spell]
F. Whetstone x2 (in tree)
G. Seed (in tree)
H. Coverus [spell]*

*Sunderch Glasses required

ENEMIES

KELOLON

HP:	80
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	HEALING MEDICINE
	—
DROPS:	WHETSTONE
	—
	—
	—

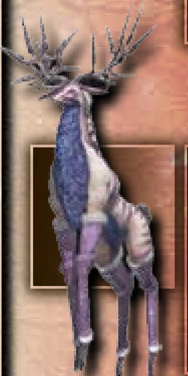
KELOLINA

HP:	80
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	ANGEL'S PLUME
	—
DROPS:	HEALING MEDICINE
	STICKY TAPE
	—
	—

DAGGER BIRD

HP:	110
TYPE:	AERIAL
ELEMENT:	WIND
—	—
STEALS:	HEALING MEDICINE
	—
DROPS:	HEALING MEDICINE
	SHARP BEAK
	—
	—

DIACORN



HP:	180
TYPE:	BEAST
ELEMENT:	EARTH
—	—
STEALS:	HEALING MEDICINE
	—
DROPS:	QUALITY IRON SAND
	BEAST'S HORN
	—
	—

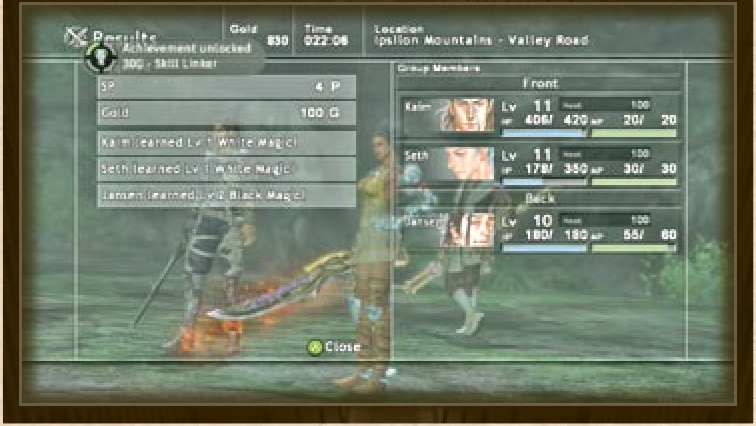
CLIFFHANGER

HP:	130
TYPE:	NONE
ELEMENT:	EARTH
—	—
STEALS:	POISON OIL
	—
DROPS:	WHETSTONE
	POISON OIL
	—
	—

ACHIEVEMENT

THE LONG ROAD TO SKILL MASTERY

BEFORE YOU TAKE THE FIRST STEP OF YOUR JOURNEY, MAKE SURE THAT KAIM AND SETH HAVE EACH EQUIPPED AN ACCESSORY AND LINKED TO ONE OF JANSEN'S SKILLS. ON THE HARD ROAD TO COME, EACH HERO WILL WANT ACCESS TO JANSEN'S WHITE MAGIC LV1 FOR BETWEEN-BATTLE HEALING, SO MAKE THAT YOUR FIRST PRIORITY. WHEN AN IMMORTAL FIRST LEARNS A SKILL FROM JANSEN, YOU'LL UNLOCK THE SKILL LINKER ACHIEVEMENT—LET THAT BE A REMINDER TO EQUIP YOUR NEW SKILL WITH THE SET COMMAND IN THE SKILL MENU. SKILLS FROM ACCESSORIES TYPICALLY TAKE LONGER TO LEARN, SO GET AN EARLY START ON ANTI-POISON FROM THE ANTIDOTE BROOCH AND GUARD HEAL FROM THE PLATINUM GAUNTLET, AS BOTH WILL BE USEFUL IN THE BOSS BATTLE TO COME.



Results

Achievement unlocked

30G - Skill Linker

Gold	Time	Location
830	022:06	Ipsilon Mountains - Valley Road

SP	4 P
Gold	100 G

Kaim learned Lv 1 White Magic

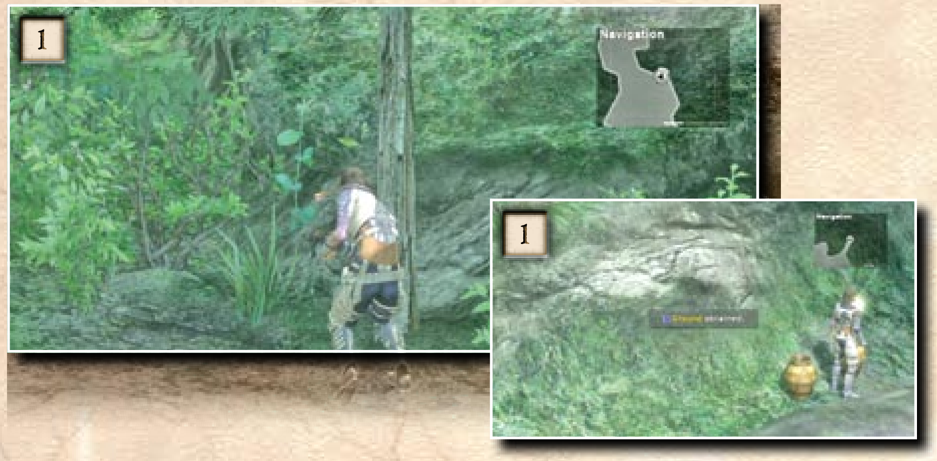
Seth learned Lv 1 White Magic

Jansen learned Lv 2 Black Magic

Group Members
Front
Kaim Lv 11 406/ 420 20/ 20
Seth Lv 11 178/ 350 30/ 30
Back
Jansen Lv 10 180/ 180 56/ 60
Close

1 RAMMING TREES AND PROBING POTS

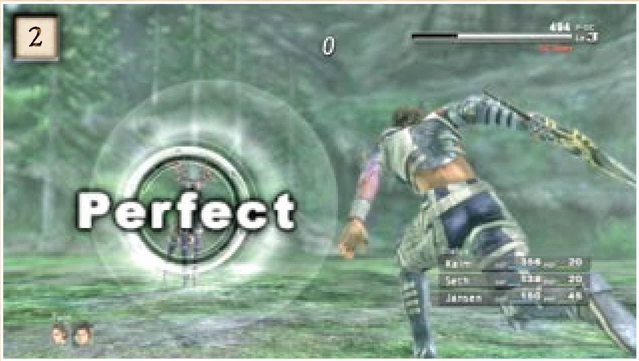
There is a lot of great treasure on this map, but you'll need to be extremely thorough to find it. Be sure to approach each tree and attempt to ram it with the A button, as the trees often contain Seeds and ring-assembly components. You'll also find a few pots and even a treasure chest, which contain several excellent bits of loot: a Ground spell that will now be available to anyone with Black Magic Lv1, a Knight's Code accessory, and best of all, the first Slot Seed. Slot Seeds increase the number of slots an immortal has for equipping skills, and while the first seed is of no immediate use, it will be invaluable when your skill lists begin to fill up. Split the Slot Seeds you find evenly between Kaim and Seth.



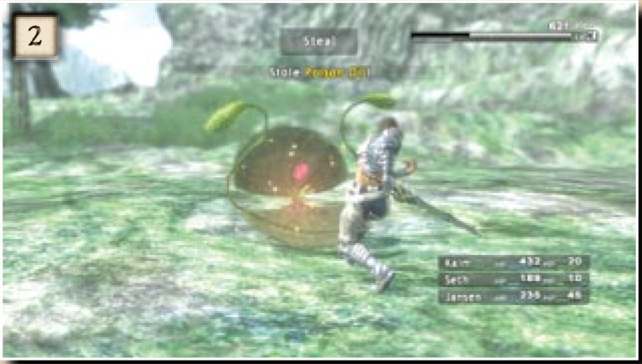
2

THE FIRST TASTE OF REAL COMBAT

The monsters you'll face here can wear you down (particularly the Ground-casting Diacorns), so be sure to keep your health up. As a general rule, target only front-line foes (you'll see either "Front" or "Back" highlighted beneath a foe's name when you target it), and concentrate on culling your enemies' numbers quickly. Kaim should be able to kill a Dagger Bird with one hit if you can score a Good or Perfect with a ring, while the slightly weaker Seth should stick to targeting the more-feeble Kelolons. Jansen will gain plenty of MP as he levels up, so he can afford to use Black Magic spells liberally.



Practice the timing of your ring attacks, and aim for Perfects even when you don't need the damage boost. You'll unlock the Perfect Three achievement if you can score three Perfects in a row.

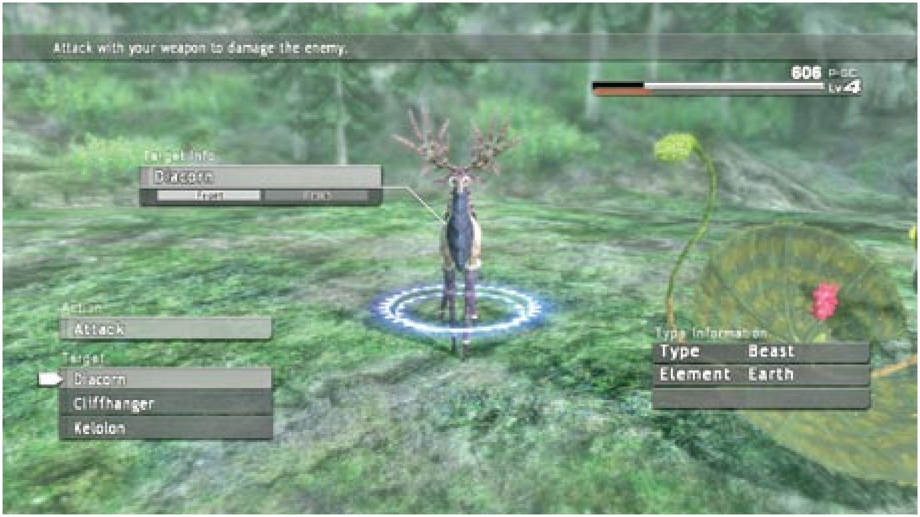


When your foes are at the brink of defeat, have a few of your characters use the Steal skill instead of attacking. Stealing has a low success rate, but it's a good way to build up your inventory of ring-assembly components.

DETERMINING ENEMIES' ELEMENTAL WEAKNESSES

YOU CAN LEARN THE FACTUAL ANALYSIS SKILL FROM THE HAWK EYE ACCESSORY OR LINK IT FROM JANSEN, WHO LEARNS IT AT LEVEL 13. WHILE ANY PARTY MEMBER HAS FACTUAL ANALYSIS EQUIPPED, YOU'LL BE ABLE TO SEE EACH FOE'S ELEMENTAL TYPE WHEN YOU TARGET IT. FROM THAT, YOU CAN FIGURE OUT THEIR WEAKNESS: EARTH-TYPE FOES ARE WEAK TO WIND, WIND-TYPE FOES ARE WEAK TO FIRE, FIRE-TYPE FOES ARE WEAK TO WATER, AND WATER-TYPE FOES ARE WEAK TO EARTH. HAVING JANSEN CAST WIND SPELLS AGAINST EARTH-TYPE DIACORNS IS A GOOD WAY TO QUICKLY ELIMINATE THE STRONGEST FOE IN MOST ENEMY PARTIES.

Wind
340
DAMAGE UP!



Attack with your weapon to damage the enemy.

Target Info: Diacorn (Front / Back)

Action: Attack

Target: Diacorn, Cliffhanger, Kelolon

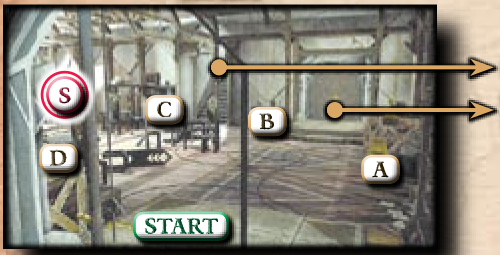
Type Information

Type: Beast

Element: Earth

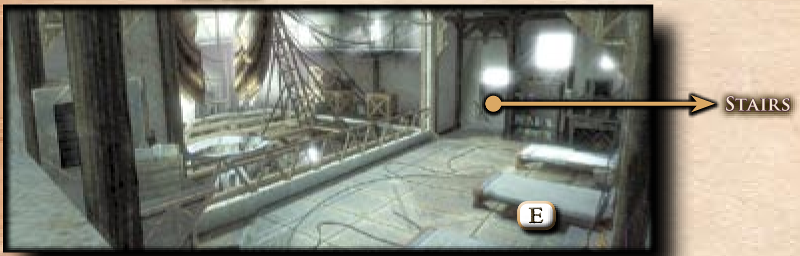
MOUNTAIN HUT

FLOOR 1


S
C
B
D
A
START
STAIRS
TO NORTHERN RIDGE

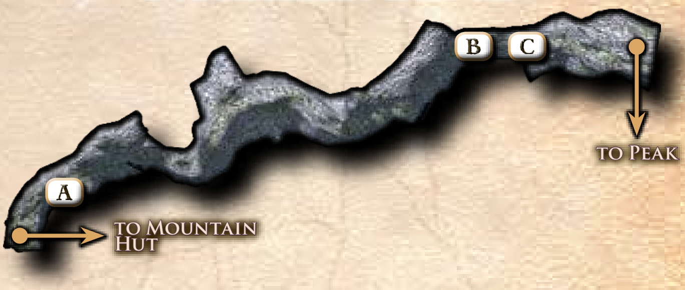
A. Seed
B. Search Glasses (if light is on)
C. Antidote
D. Power Drink
E. Shield [spell] (if light is on)

FLOOR 2

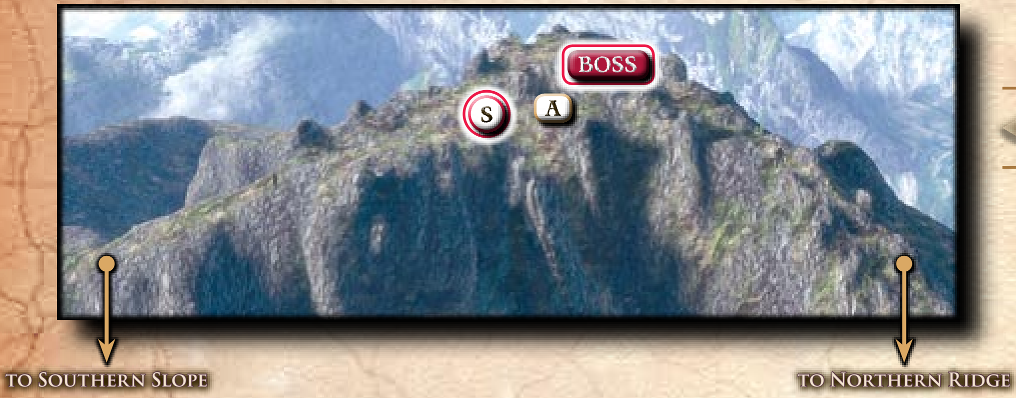


NORTHERN RIDGE

A. Mana Herb
B. Healing Medicine
C. Angel's Plume


B
C
TO PEAK
A
TO MOUNTAIN HUT

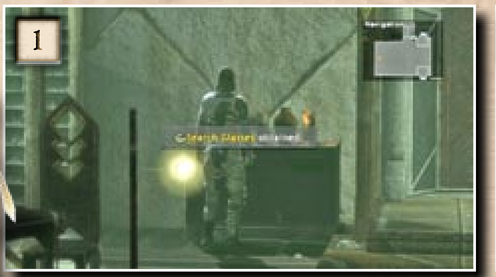
PEAK

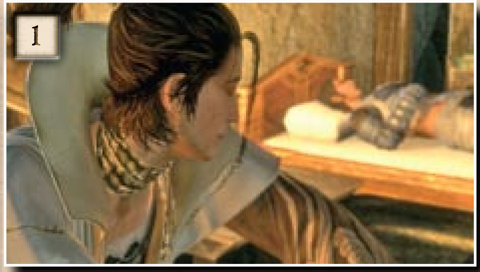

BOSS
S
A
TO SOUTHERN SLOPE
TO NORTHERN RIDGE

A. Forceus [spell]*
*Sunderch Glasses required

1 A NIGHT'S REST BEFORE THE BIG CLIMB

The Mountain Hut offers a welcome opportunity to rest up, save, and scavenge for loot. Make sure to light the torches near the stairs on the ground floor, and between the beds on the second floor, since only their light will illuminate two hidden items: the Search Glasses accessory and a Shield spell. When you're ready to rest, speak to Jansen to trigger an event scene.





2 STEEL YOURSELF FOR THE BATTLE AT THE PEAK

In the morning, open the doors at the north end of the cabin and set off on the long hike up the northern ridge. Keep an eye out for rock piles on the way, which Kaim can kick over to reveal recovery items. There's a tough boss ahead, so you might want to spend a little time running back and forth in this area until you've earned enough experience to hit at least level 14, and enough SP to learn useful skills like Anti-Poison, Guard Heal, and Stand Ready from your accessories. If you tire of the grind, take a break and enjoy a new dream, "*The Upstreamers.*"

2
Navigation

[Boss] Grilgan

Quick Tips

Suggested Party Level
14 or 15

Recommended Ring
Flame Ring

Recommended Skills
Steal (Thief's Bracelet, Jansen)
Guard Heal (Platinum Gauntlet)
Stand Ready (Knight's Code)
Anti-Poison (Antidote Brooch)

Stats

HP:	1,660
Type:	None
Element:	Wind
—	—
Steals:	Slot Seed
	—
Drops:	Slot Seed
	—
	—
	—

Boss Prep

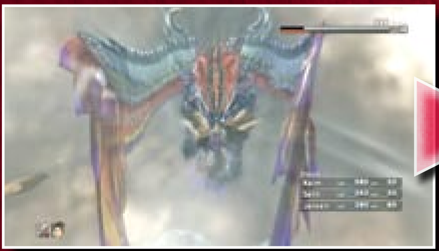
The combination of Guard Heal and Stand Ready will allow Seth and Kaim to recover small amounts of both their own health and the party's Guard Condition, which is essential in this fight. When your immortals are free to attack, they can get in a little bit of extra damage by wearing Flame Rings—you should have more than enough Magma Fragments to make two of them. If you've found any Power Drinks on the way here, consider cracking one open to significantly boost Kaim's attack strength for this fight.

Boss Tactics

Grilgan is one of the toughest first bosses you'll ever meet, but you'll be rewarded for your trial with a dropped Slot Seed, so it's worth taking a beating. There's an autosave checkpoint right before the boss, so don't worry if you can't get the job done on your first try.

It'll be mostly up to Jansen to do the brunt of the work by repeatedly casting Flare (Kaim can provide valuable assistance if he has been fortified with a Power Drink). It's everyone else's job to keep Jansen alive, which means maintaining a Guard Condition of level 3 or 4 at all costs. It's tough to recover from a losing fight; if you let Jansen die, the boss will likely just keep killing him while you burn through your stock of Angel's Plumes. To avoid that situation, if Seth's and/or Kaim's Guard Condition takes a serious hit, restore it by defending to trigger the Guard Heal and Stand Ready skills.

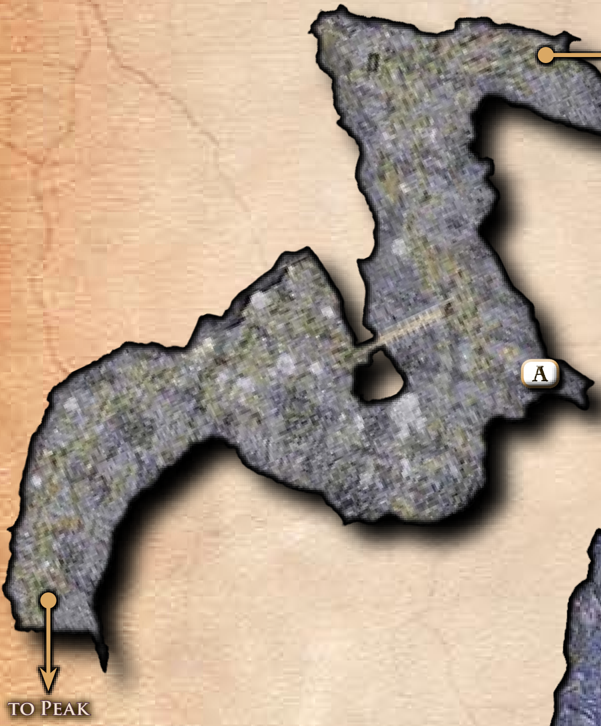
Grilgan's deadliest attack is Downburst, which damages everyone heavily, and if the boss uses it multiple times in a row, there's almost no way you can win. Your healing items and spells are simply too weak to turn a losing battle around at this point, so don't bother with healing Jansen. If you can't get your Guard Condition high enough to protect him from a second Downburst, have everyone switch to suicide-attack mode and try to finish the boss before Grilgan can finish you.



Grilgan's Poison Claw can be devastating, but if your immortals have Anti-Poison equipped, it's no more powerful than a regular hit.

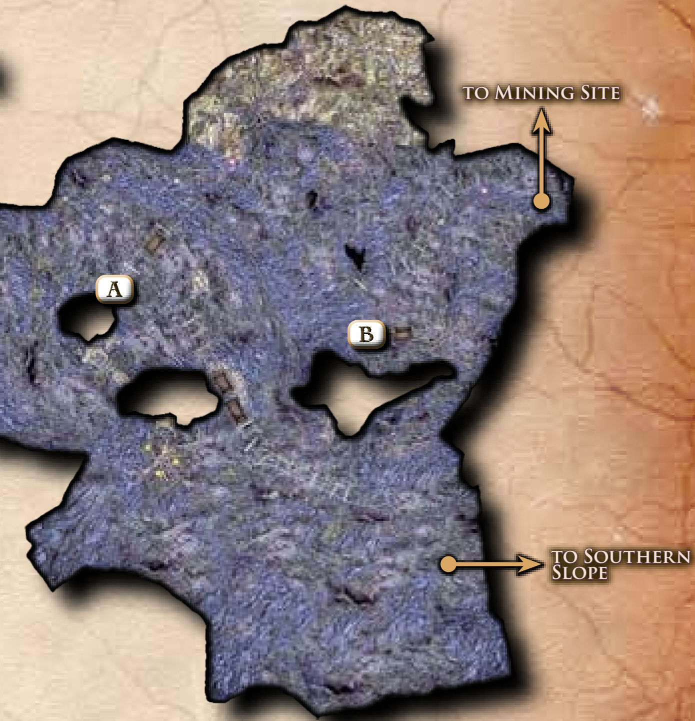
DESCENT

SOUTHERN SLOPE


TO CART TRACK
A
TO PEAK

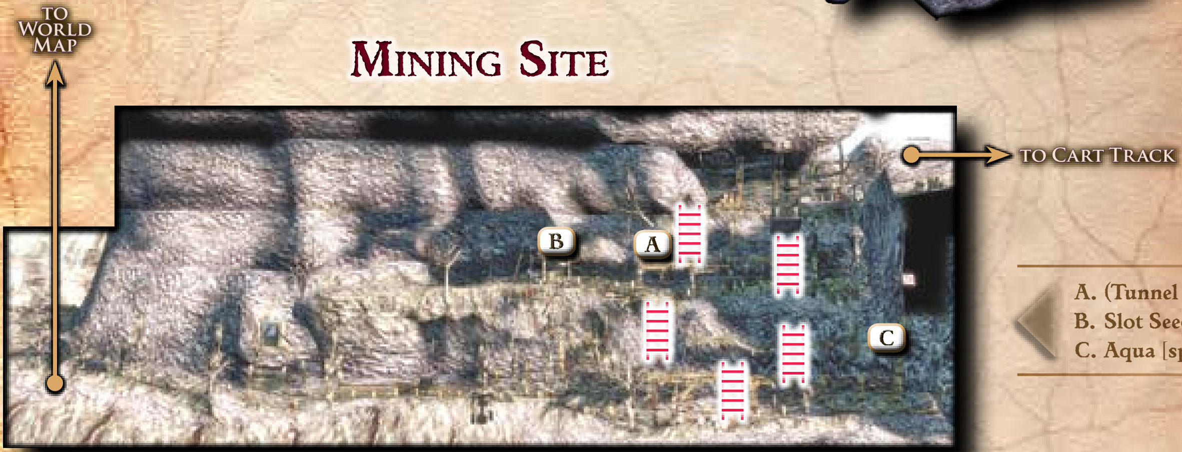
A. Novice Earrings

CART TRACK


TO MINING SITE
A
B
TO SOUTHERN SLOPE

A. Cold Water Stone
B. Seed

MINING SITE


TO WORLD MAP
TO CART TRACK
B
A
C

A. (Tunnel Entrance)
B. Slot Seed
C. Aqua [spell]

ENEMIES

SARBELLA

HP:	260
TYPE:	BEAST
ELEMENT:	FIRE
—	—
STEALS:	HEALING MEDICINE
	—
DROPS:	HEALING MEDICINE
	BEAST'S HORN
	—
	—

MAGIC PEBBLE

HP:	50
TYPE:	MAGIC
ELEMENT:	EARTH
—	—
STEALS:	GROUND BOMB
	—
DROPS:	HEALING MEDICINE
	WHETSTONE
	—
	—

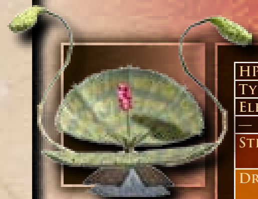
MAGIC ROCK

HP:	40
TYPE:	MAGIC
ELEMENT:	EARTH
—	—
STEALS:	MANA HERB
	—
DROPS:	QUALITY IRON SAND
	—
	—
	—

BIG OWL

HP:	550
TYPE:	AERIAL
ELEMENT:	WIND
—	—
STEALS:	HEALING MEDICINE
	—
DROPS:	WIND SEAL LEAF
	SHARP BEAK
	—
	—

MAN EATER



HP:	160
TYPE:	NONE
ELEMENT:	EARTH
—	—
STEALS:	POISON OIL
	—
DROPS:	STICKY TAPE
	POISON OIL
	—
	—

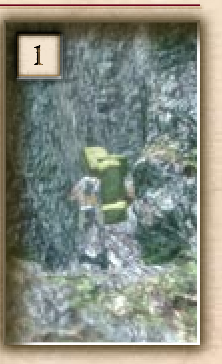
MAD SARBELLA

HP:	290
TYPE:	BEAST
ELEMENT:	FIRE
—	—
STEALS:	HEALING MEDICINE
	—
DROPS:	HEALING MEDICINE
	BEAST'S HORN
	—
	—

1 THE DESCENT TO GRAND STAFF

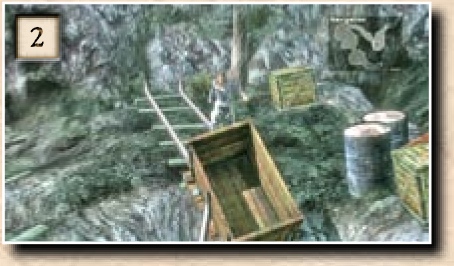
If you're weary after beating the boss, save at the save spot, then quit, return to the title screen, and load your game. You'll then have full HP and MP for the journey down to Grand Staff.

The bridge is out in the southern slope, so Kaim will need to hop across the gaps. Continue past the bridge on the other side, and you'll find a small cave blocked by cubic rocks. Knock them aside to reveal a chest that holds a pair of Novice Earrings, which can teach your immortals a handy skill that allows them to use both Lv1 Black Magic and White Magic with a single skill slot.



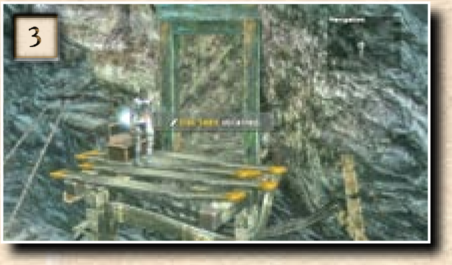
2 MINE-CART MAYHEM

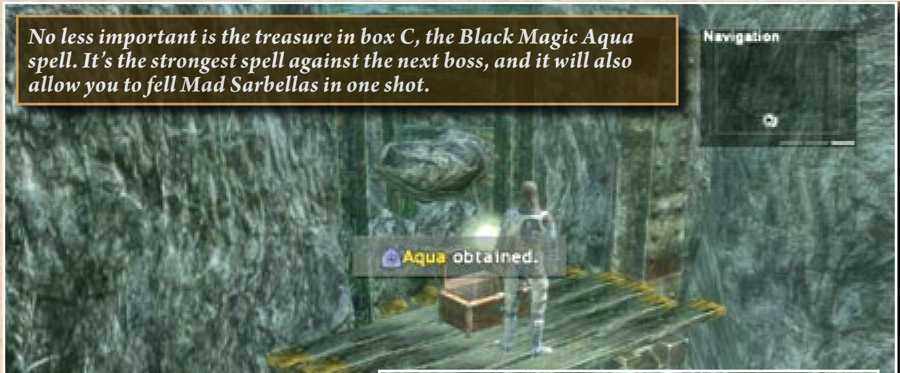
On the Cart Track map, a wooden mine cart is blocking your path. Use the A button to have Kaim latch on, and push it ahead of him with the left control stick to get by. That's pretty routine stuff—the fun part comes with the other two carts, which you can push right off the cliff edges to reveal hidden items.

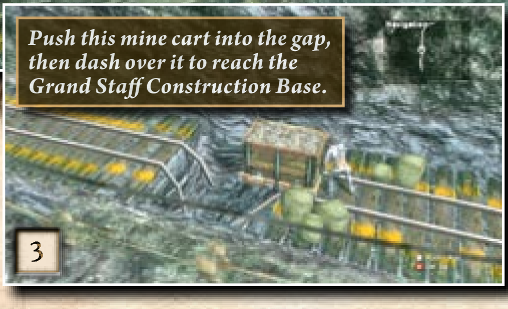


3 THE SLOT SEED TUNNEL

After taking the first ladder down on the Mining Site map, bash away the rocks that block the mineshaft entrance. You won't be able to see the tunnel, but if you head inside and turn left, you can get around the gap on the catwalk and emerge at the treasure box in the distance. It contains the third invaluable Slot Seed.




No less important is the treasure in box C, the Black Magic Aqua spell. It's the strongest spell against the next boss, and it will also allow you to fell Mad Sarbellas in one shot.


Push this mine cart into the gap, then dash over it to reach the Grand Staff Construction Base.

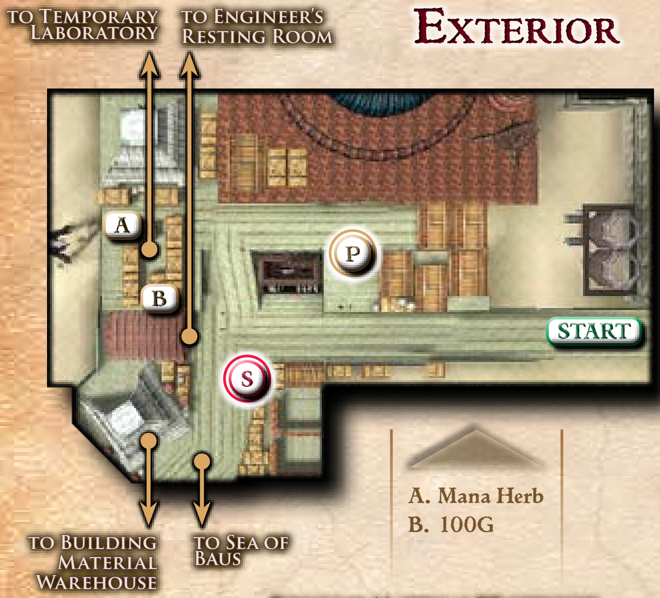
DISC 1 | CHAPTER 1-4

GRAND STAFF

WEARY TRAVELERS CAN REST AT THE GRAND STAFF CONSTRUCTION BASE, WHERE KAIM'S PARTY CAN FIND HEALING ITEMS AND SUPPLIES IF THEY POKE AROUND ENOUGH. BUT THE RESPITE WILL BE A BRIEF ONE, AS THEY'LL STILL NEED TO CROSS THE MONSTER-INFESTED SEA OF BAUS TO REACH GRAND STAFF ITSELF.

CONSTRUCTION BASE

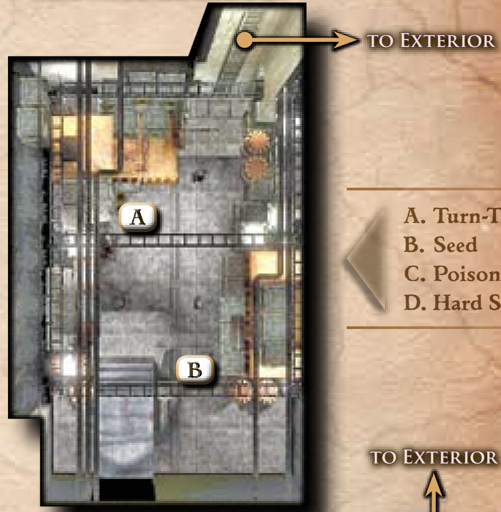
EXTERIOR


TO TEMPORARY LABORATORY
TO ENGINEER'S RESTING ROOM
A
P
B
START
S
TO BUILDING MATERIAL WAREHOUSE
TO SEA OF BAUS

A. Mana Herb
B. 100G

INTERIORS

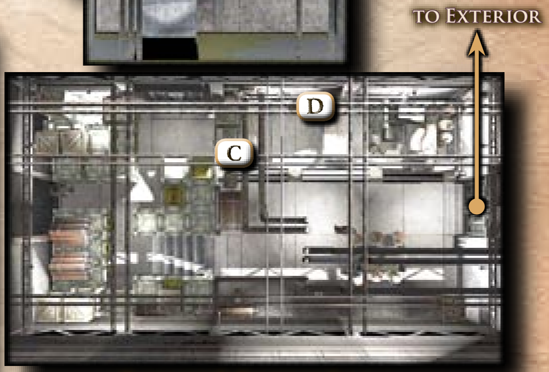
TEMPORARY LABORATORY


TO EXTERIOR
A
B

A. Turn-Tail Shoes
B. Seed
C. Poison [spell]
D. Hard Skin x3

BUILDING MATERIAL WAREHOUSE

TO EXTERIOR

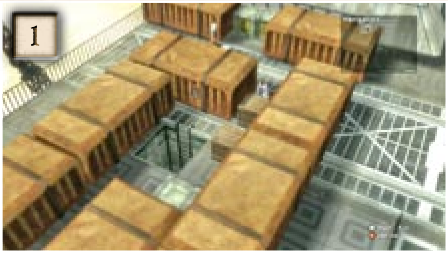

TO EXTERIOR
D
C

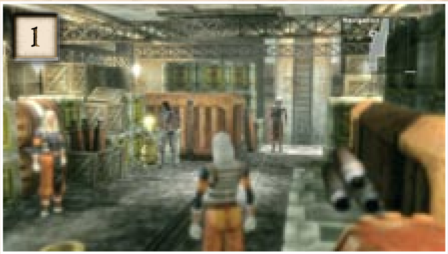
ENGINEER'S RESTING ROOM

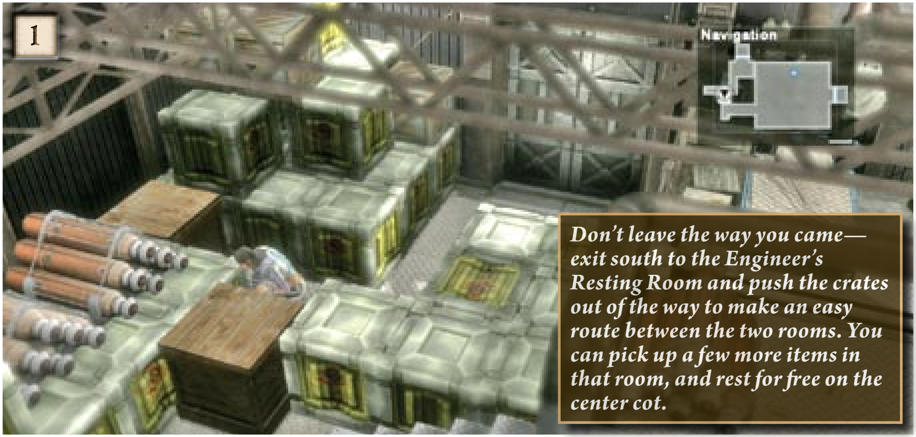
1 SNEAKING INTO THE STORAGE ROOM

To get into the base's storage room, you'll need to sneak past the guards in the western part of the map. Speak to both guards to get them moving, then slip behind the first one, latch onto one of the ladder-blocking crates, and pull it to the north. Slip out before the guard catches you, then slip behind the second guard and, from the south, push the second crate into the space left by the first crate. (Time it so the first guard is on his walking route too, or he'll spot you and kick you out.)

Shimmy down the ladder into the storage room, where you'll find two valuable items in the pots, and a guard who is selling a wide variety of supplies. You should have all the spells and accessories already, but he also deals in rare ring components and upgraded swords and staves.







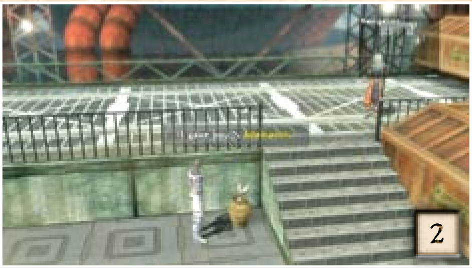
Don't leave the way you came—exit south to the Engineer's Resting Room and push the crates out of the way to make an easy route between the two rooms. You can pick up a few more items in that room, and rest for free on the center cot.

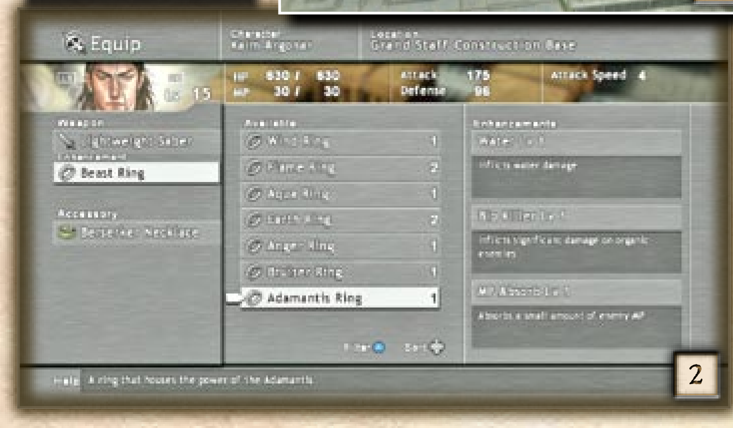
2 FEED THE PIPOT IN THE POT

On the base's upper level you'll find the first Pipot, a friendly creature that will happily take all of your accumulated Seeds off your hands. If you've been following this book diligently, you should have 20 by now, just enough to get an *Adamantis* sword and an *Adamantis Ring* in return. (If not, give it as many as you have—all the Pipots in the world are networked, and you can get the treasures from the next one.)

You can also use Pipots to condense and upgrade obsolete recovery items. You can get one Healing Herb for every four Healing Medicines you give the Pipot, or one Mana Capsule for every two Mana Herbs. Healing Herbs restore 500 HP instead of the 100 HP you get from medicine, so we recommend you exchange as many as you can—you can't afford to waste time with weak healing items in combat.

With three different enhancements, you can't beat the Adamantis Ring at this point in the game.





SHOP DETAILS

BLACK MARKET
DISTRIBUTION SERVICE INC.

ITEMS

ITEM	PRICE
HEALING MEDICINE	40G
MANA HERB	60G
ANTIDOTE	15G
ANTI-PARALYSIS HERB	20G
ANGEL'S PLUME	150G
FLARE BOMB	100G
AQUA BOMB	100G
WIND BOMB	100G
GROUND BOMB	100G

WEAPONS

WEAPON	POWER	PRICE
LIGHTWEIGHT SABER	23	500
SAINT ROD	8	550

ACCESSORIES

ACCESSORY	ENHANCEMENT	PRICE
PLATINUM GAUNTLET	GUARD HEAL	270G
KNIGHT'S CODE	STAND READY	270G
NOVICE EARRINGS	LV1 BLACK-WHITE MAGIC	300G
ANTIDOTE BROOCH	ANTI-POISON	280G
HAWK EYE	FACTUAL ANALYSIS	270G

COMPONENTS

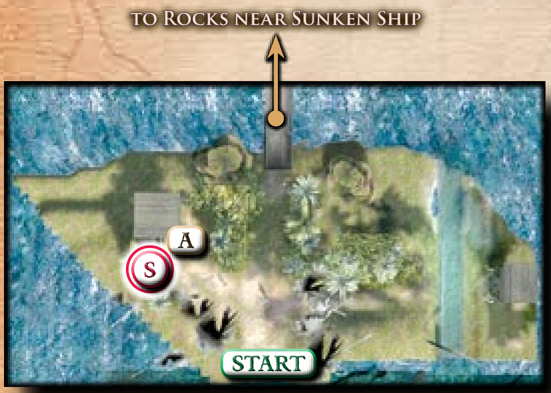
COMPONENT	USED IN RING	PRICE
MAGMA FRAGMENT	FLAME	30G
COLD WATER STONE	AQUA	30G
WIND SEAL LEAF	WIND	30G
QUALITY IRON SAND	EARTH	30G
MAGIC-LURING STONE	OSMOSIS	50G
STICKY TAPE	POISON, ANGER	20G
WHETSTONE	BRUISER, AIM, ETC.	15G

MAGIC

SPELL	SPELL BOOK	PRICE
SHIELD	LV1 WHITE MAGIC	200G
BARRICADE	LV1 WHITE MAGIC	200G
AQUA	LV1 BLACK MAGIC	220G
GROUND	LV1 BLACK MAGIC	220G

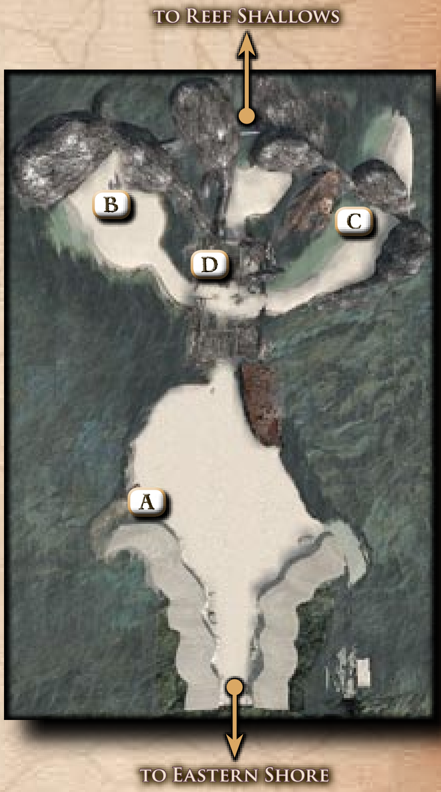
The Sea of Baus

Eastern Shore


to Rocks near Sunken Ship
A
S
START

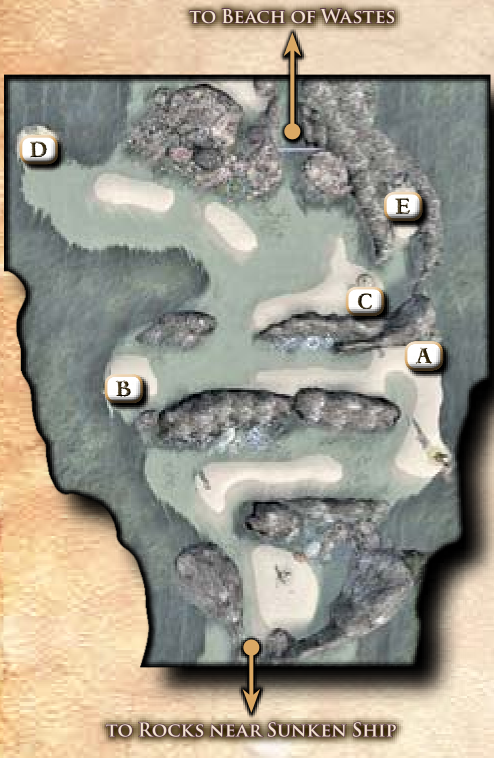
A. Treasure Glasses

Rocks near Sunken Ship


to Reef Shallows
B
C
D
A
to Eastern Shore

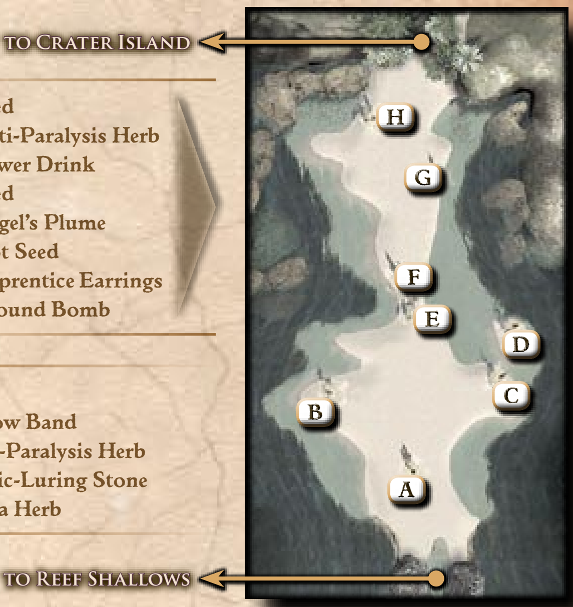
A. Healing Medicine
B. Insect Innards x3
C. Sticky Tape x4
D. All-Shield [spell]

Reef Shallows


to Beach of Wastes
D
E
C
A
B
to Rocks near Sunken Ship

A. Seed
B. Yellow Band
C. Anti-Paralysis Herb
D. Magic-Luring Stone
E. Mana Herb

Beach of Wastes


to Crater Island
H
G
F
E
D
C
B
A
to Reef Shallows

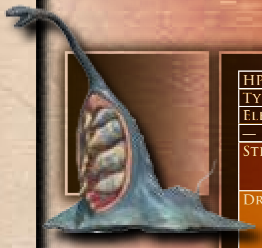
A. Seed
B. Anti-Paralysis Herb
C. Power Drink
D. Seed
E. Angel's Plume
F. Slot Seed
G. Apprentice Earrings
H. Ground Bomb

ENEMIES

Mad Carapace

HP:	105
TYPE:	Hardened
ELEMENT:	Water
—	—
STEALS:	Hard Skin
	—
DROPS:	Whetstone
	Hard Skin
	—
	—

Reef Worm

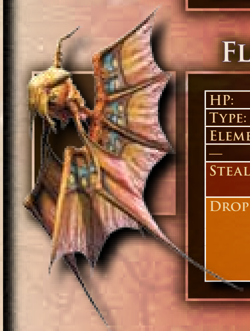


HP:	175
TYPE:	Organic
ELEMENT:	Water
—	—
STEALS:	Cold Water Stone
	—
DROPS:	Magic Luring Stone
	Paraweed Thorn
	—
	—

Granshaker

HP:	710
TYPE:	None
ELEMENT:	Water
—	—
STEALS:	Quality Iron Sand
	—
DROPS:	Quality Iron Sand
	Pumice of Despair
	—
	—

Floating Fish



HP:	340
TYPE:	None
ELEMENT:	Water
—	—
STEALS:	Paraweed Thorn
	—
DROPS:	Cold Water Stone
	Paraweed Thorn
	—
	—

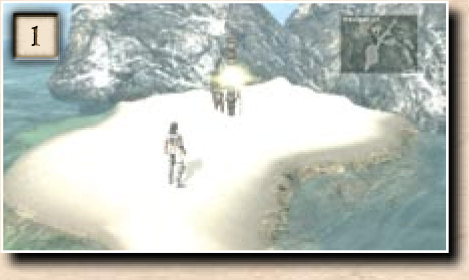
Aqua Sphere

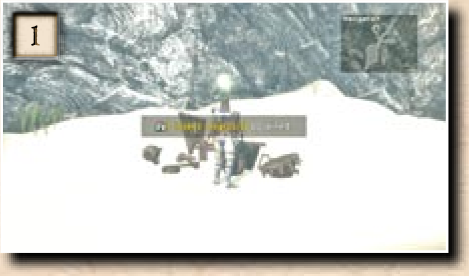
HP:	270
TYPE:	None
ELEMENT:	Water
—	—
STEALS:	Magic-Luring Stone
	—
DROPS:	Sticky Tape
	Cold Water Stone
	—
	—

1

Strike When the Lights Flicker Out

On the west beach of the Rocks Near Sunken Ship map you'll notice a strange contraption with a light that flashes at regular intervals. If Kaim approaches it while the light is off, he can destroy it and collect an item from the rubble. But if you time it incorrectly and the light flashes while Kaim is nearby, he'll be knocked into a random enemy encounter.

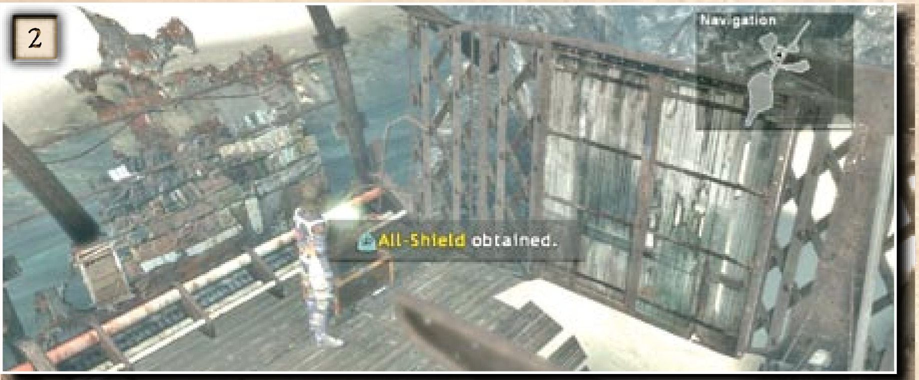




2

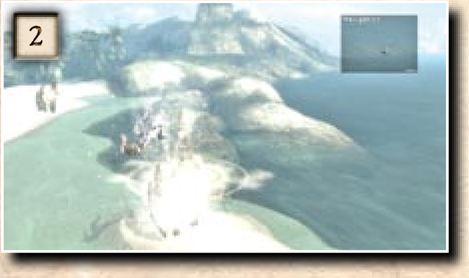
Smash through the Shipwreck

When the beaches are clear, return to the shipwreck, grab the invaluable All-Shield spell from a chest, and smash the rotten wood planks that block your progress to the north. You'll emerge at the Reef Shallows, where you absolutely must not miss the Yellow Band in the giant clam to the west. Equip it to an immortal immediately; you'll want at least one immortal (ideally both) to know Anti-Paralysis by the time you reach the boss.

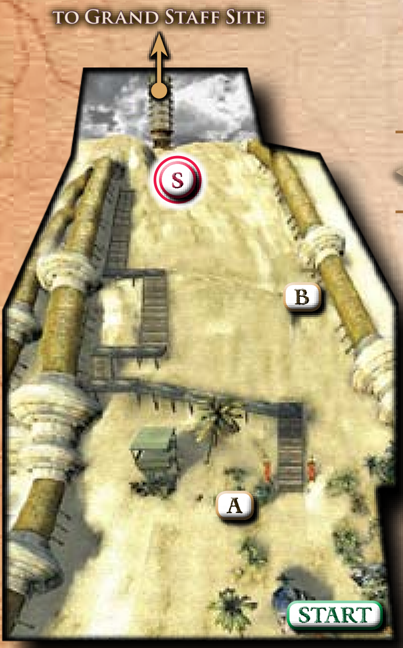


All-Shield obtained.

Continue north to the Beach of the Wastes, which is littered with those flashing contraptions. Many have variable intervals between the flashes, making it tough to approach them safely. But it's worth the trouble to smash them all—there's a Slot Seed, two normal Seeds, and a pair of Apprentice Earrings among the loot. Whichever immortal isn't learning Anti-Paralysis should put on the earrings and get started learning Lv2 Black-White Magic.



CRATER ISLAND



A. Pumice of Despair x 4
B. All-Barricade [spell]

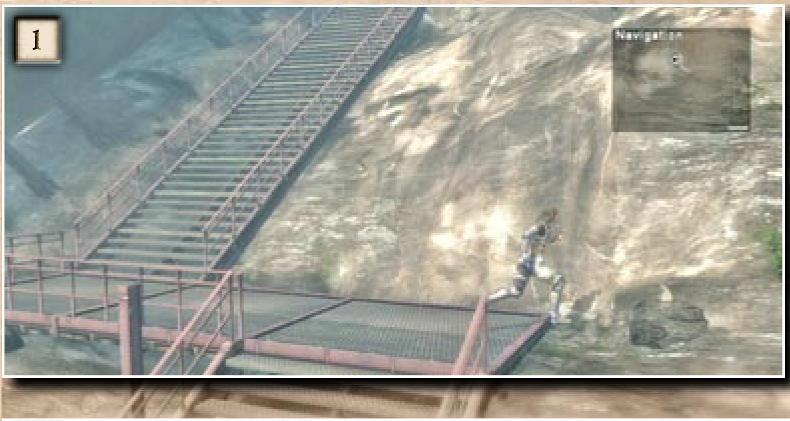
ENEMY

MAGIC INSECT

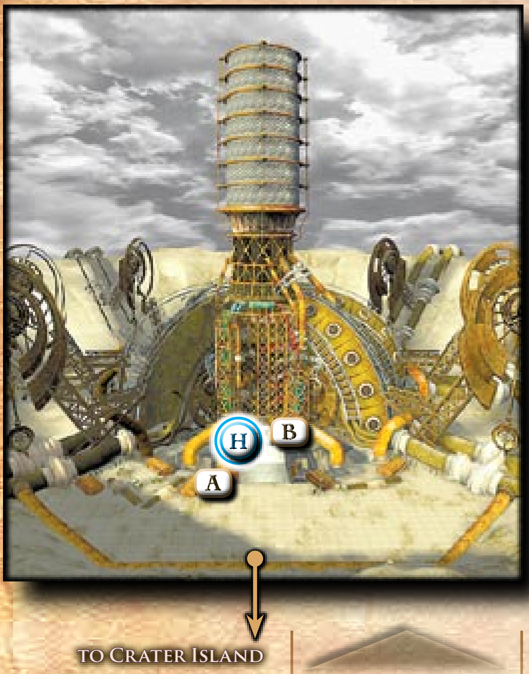
HP:	240
TYPE:	ORGANIC
ELEMENT:	WIND
—	—
STEALS:	MAGIC-LURING STONE —
DROPS:	WHETSTONE INSECT INNARDS — —

1 THE STAIRS TO GRAND STAFF

The Grand Staff is situated in the heart of Crater Island, which is easily accessible thanks to a network of stairs. The stairs will take you straight to a save spot and on to the boss that awaits you at the Grand Staff site, but don't rush into battle before searching the area. You'll notice that there's a spot where the stairs have no railing, allowing you to head east down a barely perceptible path. At the end you'll find the All-Barricade spell, which you'll be able to put to good use in the upcoming battle.



GRAND STAFF SITE



A. Sage's Protection
B. Healing Potion

[BOSS] BOGIMORAY

Quick Tips

Suggested Party Level

16 or 17

Recommended Rings

- Aqua Ring
- Flame Ring
- Adamantis Ring

Recommended Skills

- Anti-Paralysis (Yellow Band)
- Lv2 Black-White Magic (Apprentice Earrings)

Stats

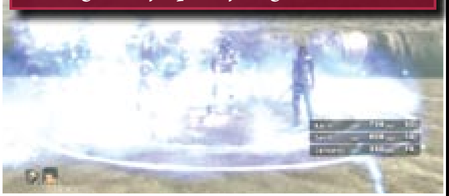
HP:	1,830
Type:	Organic
Element:	Fire
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Boss Prep

The most important thing that you can bring to this fight is the Anti-Paralysis skill learned from the Yellow Band. Grind until at least one immortal can learn it, then hand it off to Jansen so the boss can't interfere with his spell-casting. There are several Lv2 spells that are useful in this fight, so it would be great if you had an immortal with Lv2 Black-White Magic to cast them. Seth is slightly better with offensive magic than Kaim is, so if you have to split up the magic types, give her Black and Kaim White.

The boss is a Fire-element type, making it vulnerable to the Water attack enhancement of the Aqua and Adamantis Rings. His entire army of Magic Insects is of the Wind-element type, making the beasts weak to fire. Remember that you can press left and switch rings as a free action before you choose your target.

The Yellow Band will allow you to shrug off the Bogimoray's paralyzing Para-Flare.



Boss Tactics

The Magic Insects build up magic energy, which the Bogimoray sucks up at the end of each turn. When the Bogimoray's Drawn MP meter is full, it will unleash its Para-Flare attack, damaging the entire party and paralyzing anyone who isn't equipped with the Anti-Paralysis skill. During your first turn, have one of your immortals cast All-Barricade to reduce the damage of Para-Flare, and have Jansen begin casting the Prism spell. Your immortals probably aren't strong enough to kill a Magic Insect in one swing, but have them each attack different targets anyway; when Prism goes off on turn two, it will wipe out all the wounded and put any remaining insects into killing range. Finish them off, then have everyone switch to Aqua Rings and Aqua spells to finish off the Bogimoray.

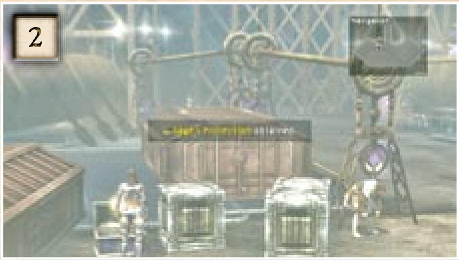
Pretty easy, right? Sure—the first one is. Bogimoray #2 comes out fully charged, so there's no way to head off that Para-Flare. Once again, have Jansen begin casting Prism, because the bugs will all come back on turn two.

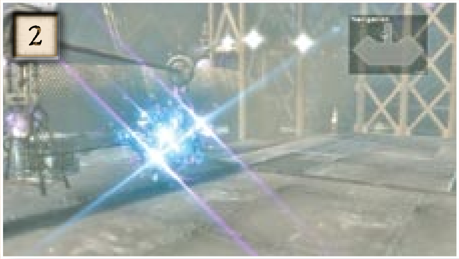
The Magic Insects don't do much physical damage, so the anti-magic All-Barricade is all the defense you need.

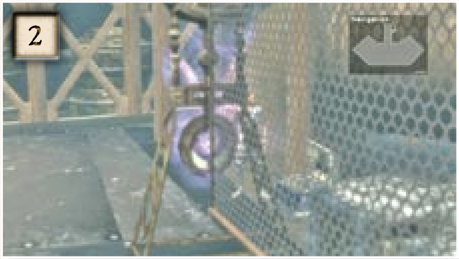
2

Explore the Site While You Can

When the battle ends, your party will split up to explore the area. This gives Kaim roughly a minute to search for treasure before a series of events will occur that take him out of the area forever. Run to the treasure box that holds the Sage's Protection accessory, then heal up at the glowing blue recovery point between Jansen and Seth. Finally, slip behind the grating on the right side of the staff and grab a Healing Potion. That's all the treasure on this map, so you're free to explore while you wait for the Numara army to arrive.



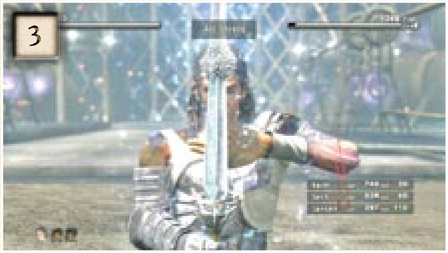




3

Meet the Pride of Numara

When the Numara forces attack, you'll be in for another tough fight. The five soldiers form a defensive wall, protecting the White Magician that can cast Shield and Heal on them. Since all of the soldiers' attacks are physical, a turn-one All-Shield will be a big help. Everyone else should start casting Prism—it may take two or even three turns to go off, but the effect will be devastating. Before you finish off the White Magician, try to swipe his Circlet so your immortals can get an early start at learning the MP-recovery Relax skill.



ENEMIES

Numara Soldier

HP:	370
Type:	None
Element:	None
—	—
Steals:	—
	—
Drops:	Whetstone
	—
	—
	—

Numara White Magician

HP:	370
Type:	None
Element:	None
—	—
Steals:	Circlet
	—
Drops:	Circlet
	—
	—
	—

4

Trapped in a Cage

Kaim and his party will awaken in cages, with no apparent way to escape. First things first: head to the southwest corner of your cage and press the A button to unlock another dream, "*They Live in Shells*." After that, Kakanas will come in to interrogate you, and then leave you alone to attempt an escape. Try ramming the door, and you'll be given the option to switch characters. Jansen and Seth can try bashing their own doors and kicking wandering rats, but there really is no way to escape from these cages; you'll just have to wait for the guards to come for you.

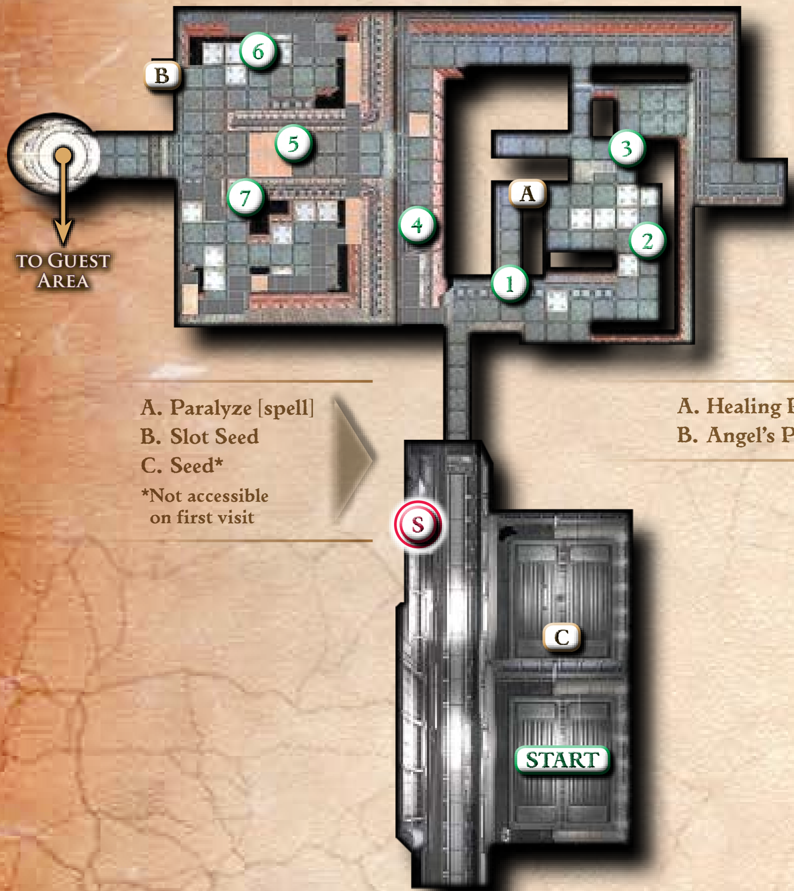
DISC 1 | CHAPTER 1-5

THE WHITE BOA

Kaim's party has been transferred to the brig of the *White Boa*, the flagship vessel of the Numara navy. Clearly General Kakanas isn't going to go easy on you, but perhaps you'll have better luck appealing to the legendary ruler of Numara, Queen Ming?

BRIG ESCAPE

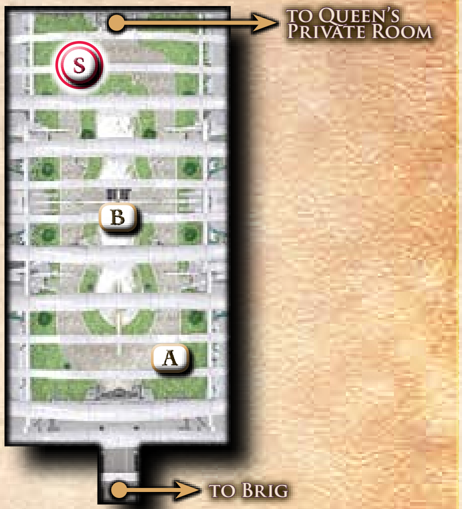
BRIG


B
6
5
7
TO GUEST AREA
4
3
A
2
1
S
C
START

- A. Paralyze [spell]
- B. Slot Seed
- C. Seed*

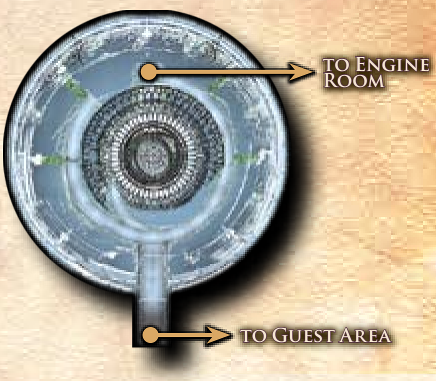
*Not accessible on first visit

GUEST AREA

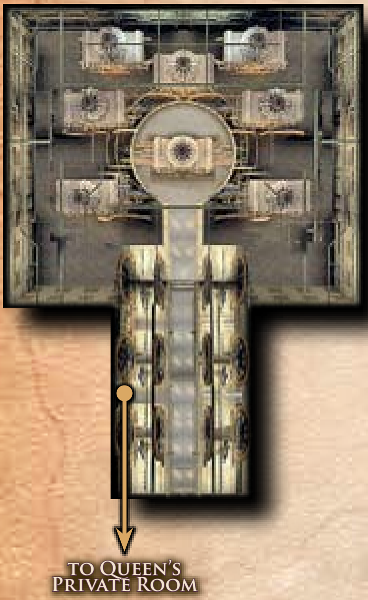

TO QUEEN'S PRIVATE ROOM
S
B
A
TO BRIG

- A. Healing Potion
- B. Angel's Plume

QUEEN'S PRIVATE ROOM


TO ENGINE ROOM
TO GUEST AREA

ENGINE ROOM



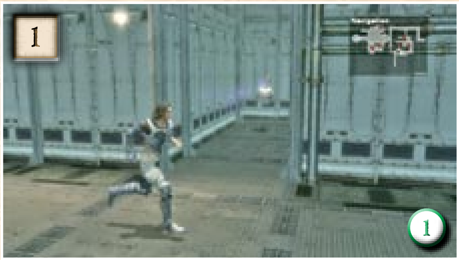
1

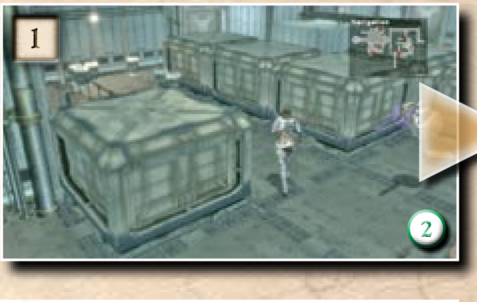
BREAKING OUT OF THE BRIG

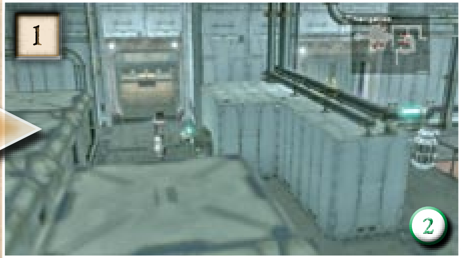
It won't be long before Jansen comes up with a clever way to escape from the *White Boa*'s brig. When you regain control of him, approach the guard and press the A button to throw the Black Pearl through the bars. The disoriented guard will let you out, but he can't return your equipment, so you'll need to sneak around until you find it. Whenever you get caught by the security systems to the north, you'll be returned to the same cage, where the same amnesiac guard will happily release you any number of times.

At point 1, wait for the wandering eye to turn around and head north, then zip past it (hold the X button to run). Keep running until you're on the other side of the big crate, or the eye will see you when it turns.

At point 2, have Kaim kick the can forward, then run around the corner after the security eye follows it. Watch for a glowing green switch that will open the door to the west, where you'll find a chest that contains the Paralyze spell.

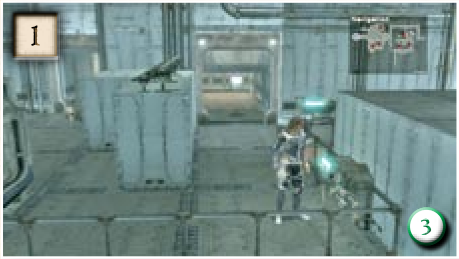


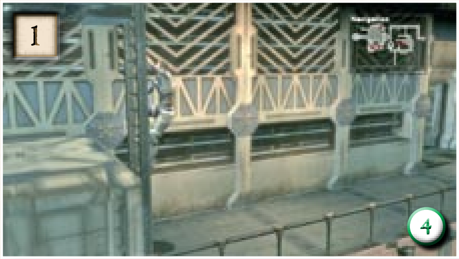




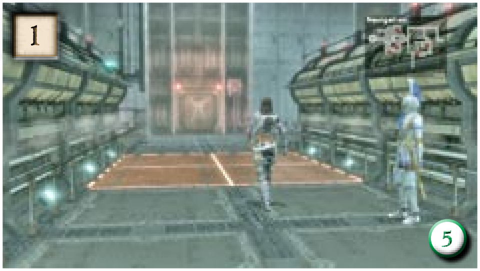
At point 3, wait until the moment that the eye turns to the west (away from you), and then run at the switch and hit it to shut the door on the eye. Hit the switch beyond it to open the final door to the next area.

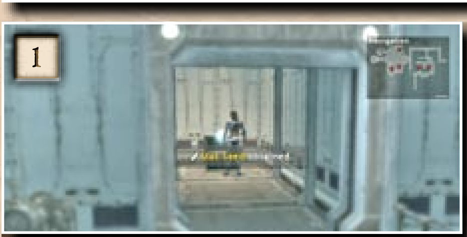
At point 4, climb to the upper level and turn the blue lever to lower a ladder back to the brig. Now if you get captured again, you can take the ladder instead of having to replay the security-eye part.



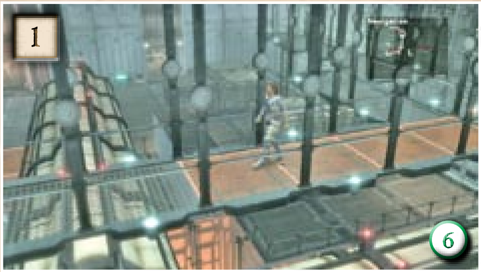


The guard at point 5 is fast asleep, so you can walk right by him if you hold down the B button to tiptoe over the alarm-equipped floor. Hang a right at the big door and flip the next switch you pass, which will open a door to a chest that holds a Slot Seed.

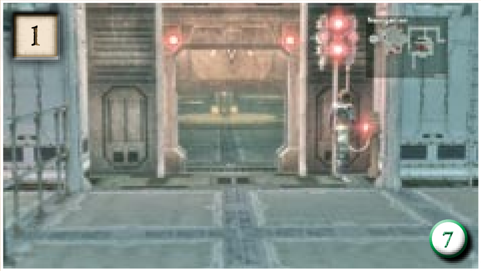




At point 6, climb onto the catwalk and tiptoe over its alarm panels to circle around the room. Hit a lever to lower another ladder, then climb to the ground floor and move north toward the red-light switch. Press it to unlock the big door.

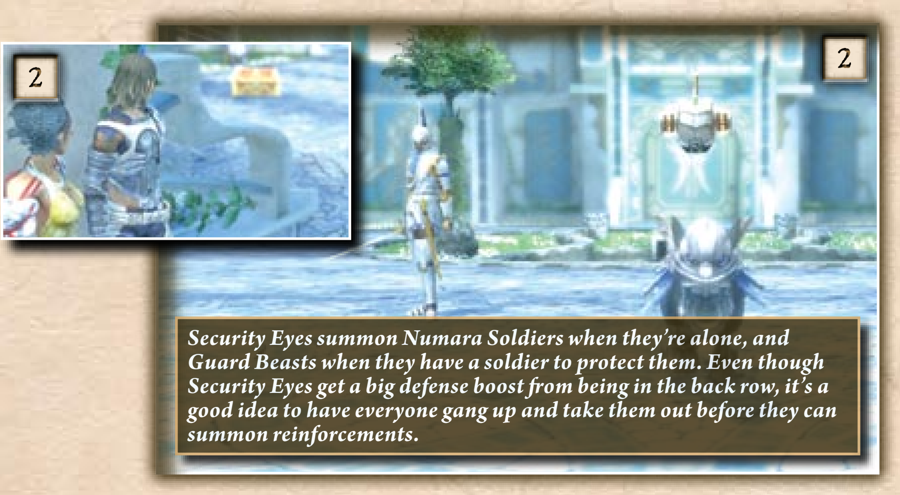


Climb the ladder at point 7 (the eye won't be able to see you) to a small chunk of catwalk. Flip the switch to lower a ladder back to the big door, and press the glowing switch by the side of that door to open it.



2 A BRIEF TASTE OF FREEDOM

Ride the elevator up to the Guest Area, where you'll find your stuff, and just in the nick of time. A group of Numara guards have found you, and these ones won't be so easily deceived. Once you've beaten them, travel north through the garden, hitting the two chests along the way. The door at the northern tip of the map is the only one that's unlocked; there, Jansen will abandon Kaim and Seth to pursue his own devious objectives.



Security Eyes summon Numara Soldiers when they're alone, and Guard Beasts when they have a soldier to protect them. Even though Security Eyes get a big defense boost from being in the back row, it's a good idea to have everyone gang up and take them out before they can summon reinforcements.

ENEMIES

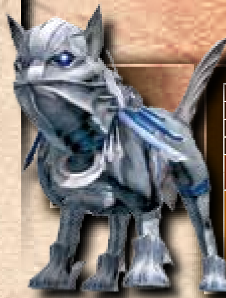
NUMARA SOLDIER

HP:	260
TYPE:	NONE
ELEMENT:	NONE
—	—
STEALS:	HEALING HERB —
DROPS:	PUMICE OF DESPAIR — — —

SECURITY EYE

HP:	120
TYPE:	MECHANICAL
ELEMENT:	NONE
—	—
STEALS:	JUNK PARTS —
DROPS:	JUNK PARTS — — —

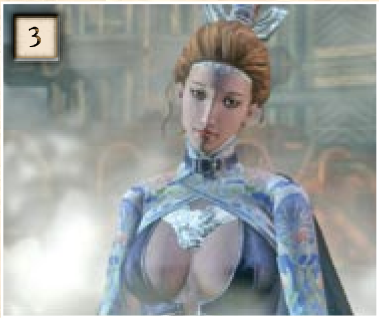
GUARD BEAST



HP:	225
TYPE:	BEAST
ELEMENT:	NONE
—	—
STEALS:	HEALING HERB —
DROPS:	QUALITY IRON SAND — — —

3 JANSEN'S DANGEROUS TASTE IN WOMEN

After Jansen abducts Queen Ming he'll need to beat a hasty escape. First try to leave the way you came; you'll trigger an event in which guards speak of an open emergency hatch. You'll find that hatch at the north end of the room, where a new staircase opens into a steam-filled engine room. Jansen may have to battle some Numara guards down there, so heal up before you take the stairs and again after every fight. There are no items to find in the engine room, so head straight to the circular area to the north, where Ming will finally put a stop to Jansen's folly.



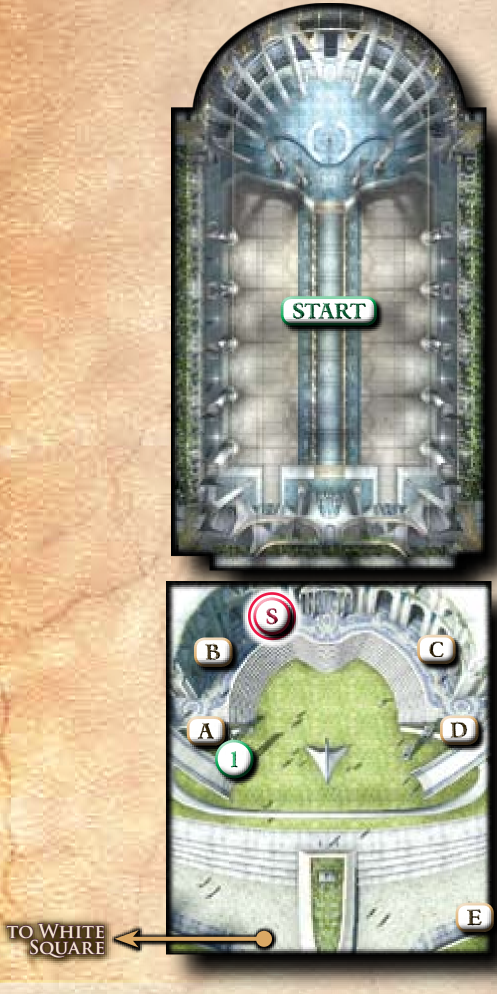
DISC 1 | CHAPTER 1-6

THE FREE OCEAN STATE OF NUMARA

QUEEN MING HAS SHOWN MERCY TO HER WOULD-BE CAPTORS, AND SET THEM FREE IN HER OWN QUEENDOM OF NUMARA. A CHANCE ENCOUNTER IN THE OLD CITY OF RUINS DISTRICT WILL CHANGE THE NATURE OF KAIM'S QUEST FOREVER, BUT DON'T HEAD THAT WAY UNTIL YOU'VE HAD YOUR FILL OF NUMARA'S HIDDEN ITEMS AND SIDE QUESTS.

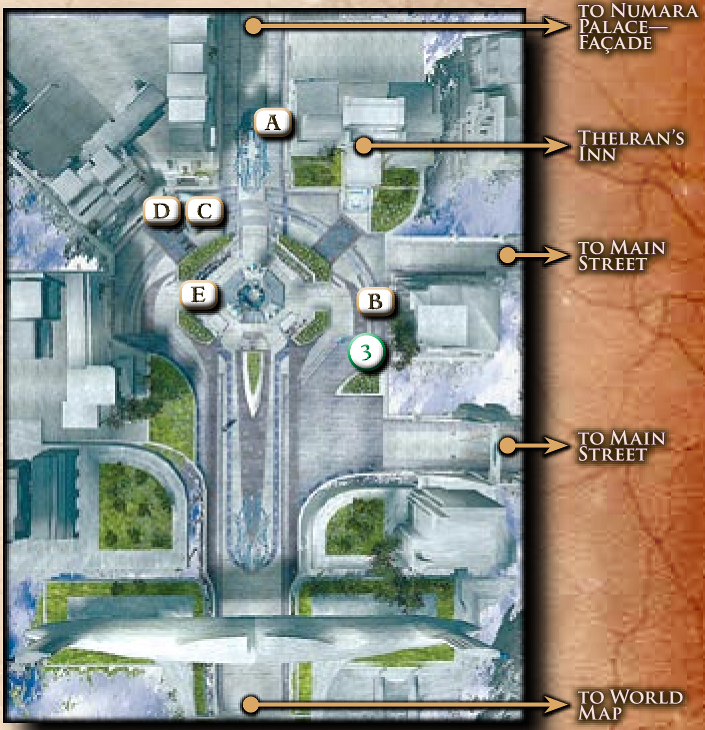
MAIN STREET AREA

NUMARA PALACE— PHILOSOPHER'S CHAMBER/FAÇADE


START
S
B
C
A
D
1
E
TO WHITE SQUARE

A. Seed
B. Frontier Siderite x5
C. 100G
D. Seed
E. Sun Crystals x5

WHITE SQUARE

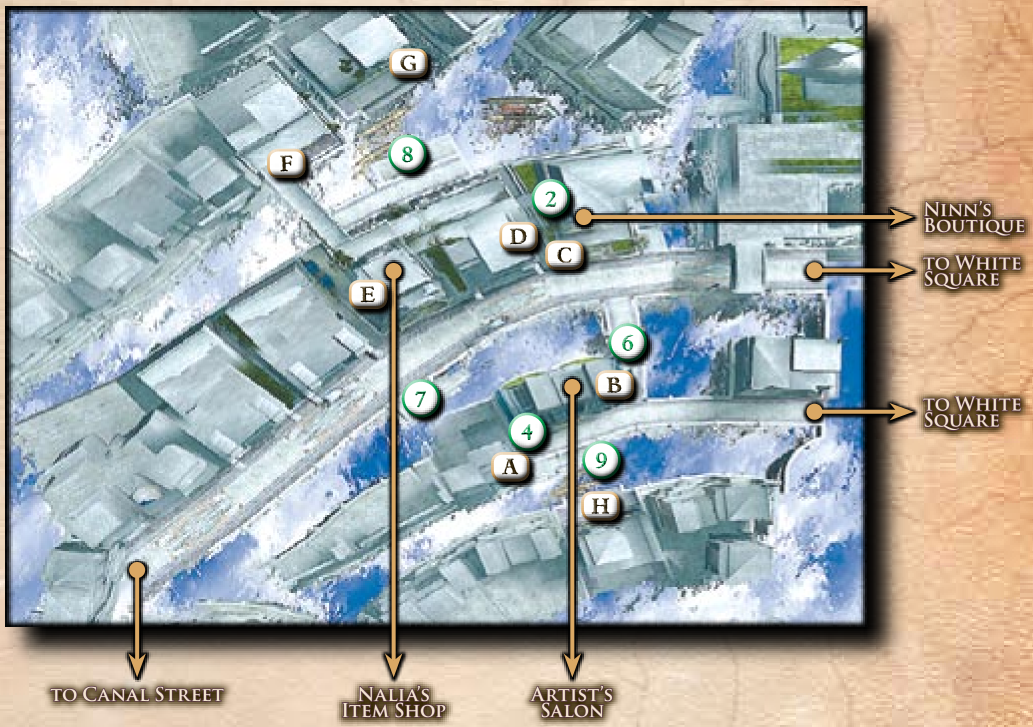

TO NUMARA PALACE— FAÇADE
A
THELRAN'S INN
D
C
TO MAIN STREET
E
B
3
TO MAIN STREET
TO WORLD MAP

A. Seed
B. Seed
C. 10G
D. Aqua Bomb
E. Refreshus [spell]*

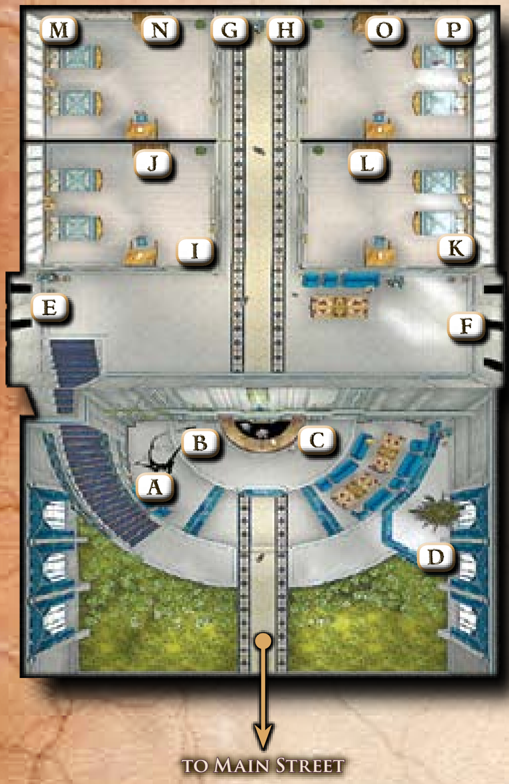
*Treasure-hunting clue required

MAIN STREET

A. Seed
B. Seed
C. Seed
D. Seed
E. Seed
F. Slot Seed
G. Shine [spell]
H. Mimint Ear

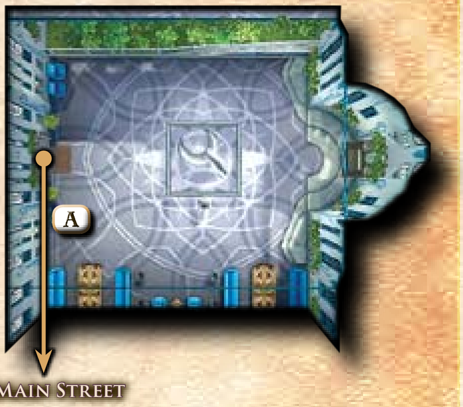

G
8
F
2
D
C
E
6
B
7
4
A
9
H
NINN'S BOUTIQUE
TO WHITE SQUARE
TO WHITE SQUARE
TO CANAL STREET
NALIA'S ITEM SHOP
ARTIST'S SALON

THELRAN'S INN


M
N
G
H
O
P
J
L
I
K
E
F
B
C
A
D
TO MAIN STREET

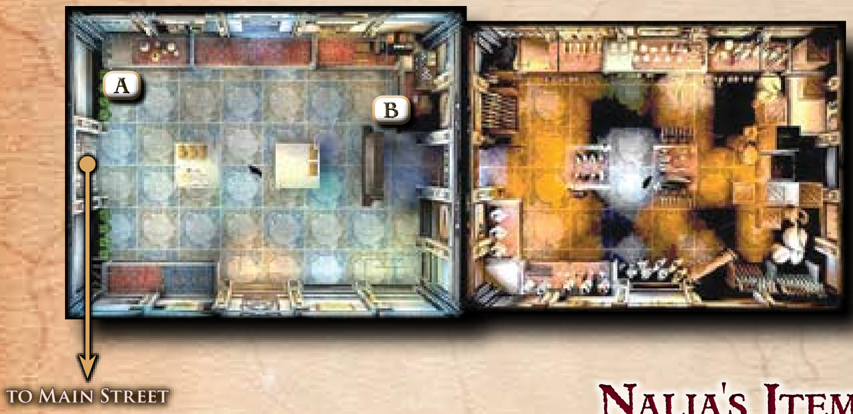
A. Angel's Plume
B. Seed
C. Seed
D. Anti-Paralysis Herb
E. Healing Herb
F. Whetstone x6
G. 100G
H. Waterfall Cluster x5
I. Seed
J. Ground Bomb
K. Mana Capsule
L. Mint Powder
M. Mint Powder
N. 10G
O. Guardian Ore x6
P. Sticky Tape

ARTIST'S SALON


A
TO MAIN STREET

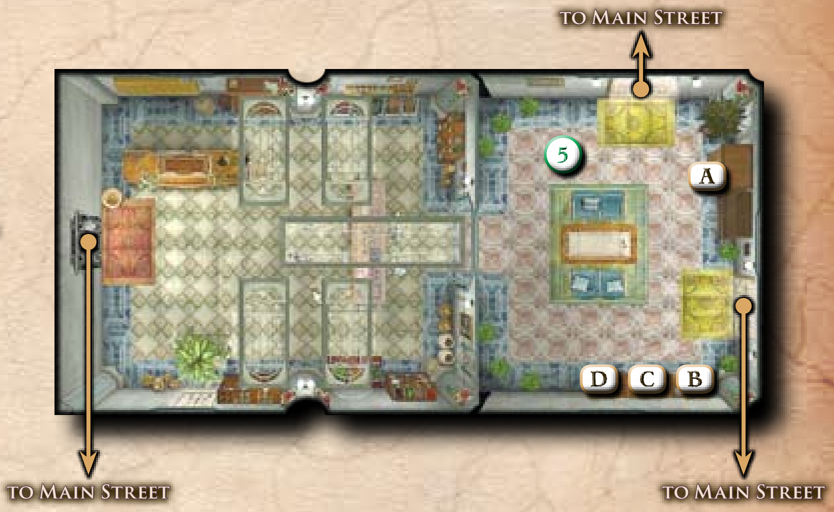
A. Healing Herb

Ninn's Boutique


A
B
To Main Street

A. 10G
B. Seed

Nalia's Item Shop

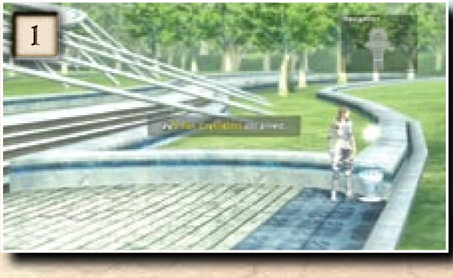

To Main Street
5
A
D
C
B
To Main Street
To Main Street

A. Wind Bomb
B. Gale Wing x5
C. Seed
D. 100G

1

Searching the Palace Façade

There are tons of hidden items in Numara, and they're a little trickier to find than they were in Uhra. In addition to the pots, you can search plants wherever you see a red fruit; pluck 'em to find valuable Seeds. There's a fifth pot hidden in the southeast corner of the Façade area, and you'll need to follow along the east wall to reveal it.



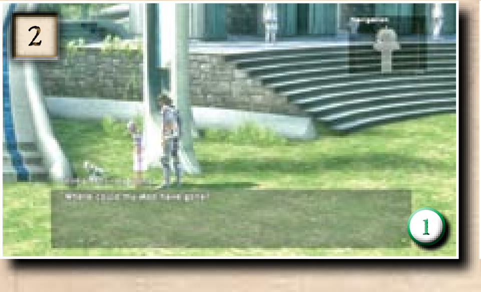
Seed obtained.

Thelran's Inn is packed with loot. Search every pot, plant, and dresser—you'll find 16 items in all.

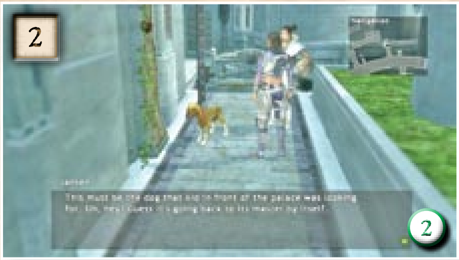
2

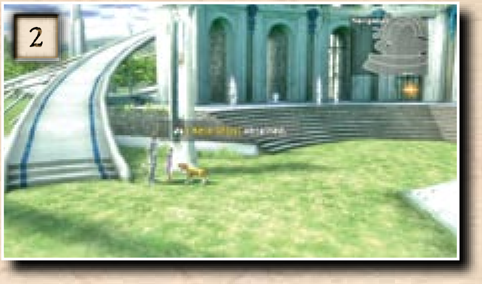
FIND RONA'S MISSING MOO

Talk to Rona at point 1, and she'll ask you to find her missing dog, Moo. You'll find Moo in an alley off of Main Street, at point 2, and after you speak to him he'll find his own way back to Rona. The next time you speak to Rona, she'll reward you with three doses of *Kelo-Oil*, a rare ring component that should allow you to immediately create a Kelo-Ring, which deals significant amounts of extra damage to Kelolon foes.



Where could my Moo have gone?

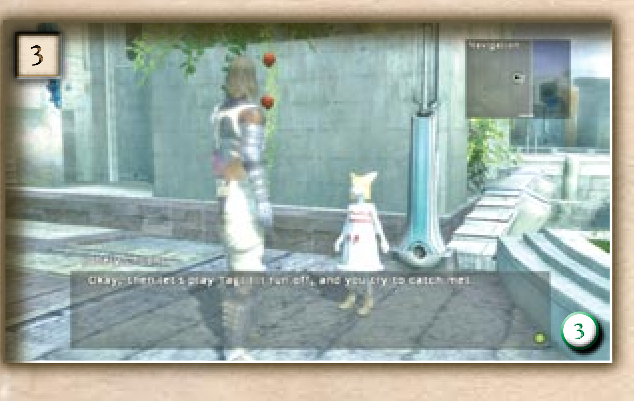




3

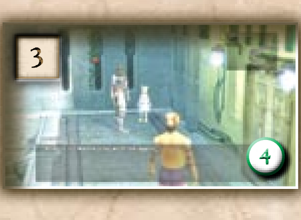
PLAY GAMES WITH LONELY CHUCHU

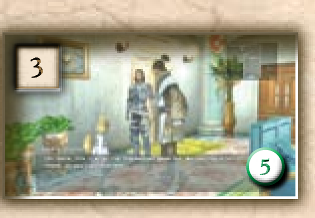
You'll find Lonely Chuchu waiting at point 3. Agree to play a game with her, and she'll run off, challenging you to catch her. Charge after her by running with the X button, and press the A button when you get close. Tag—you win a *Slot Seed*!



Okay, then let's play Tag! I'll run off, and you try to catch me!

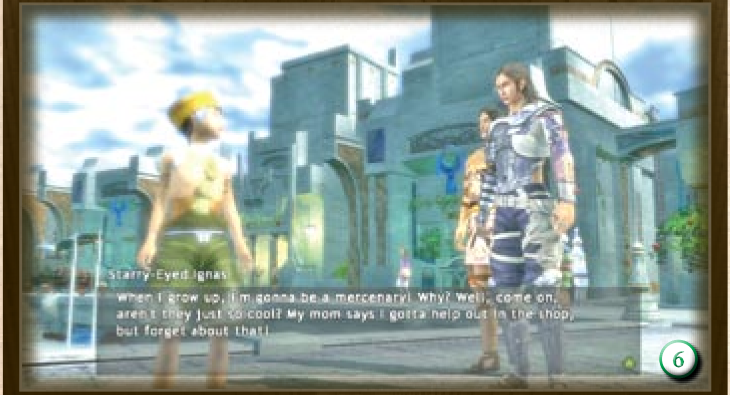
You'll next meet Lonely Chuchu at point 4, where she'll challenge you to a game of hide-and-seek. To find her, head to point 5 in the back of Nalia's Item Shop. To get there, you'll need to enter the back room through the now-unlocked door in the alley to the side. Chuchu will reward you with a pair of Mana Earrings that can increase a character's max MP, so make sure to hand them off to Jansen when the immortals are done with them.





DREAMING IN NUMARA

THERE ARE TWO DREAMS THAT KAIM CAN UNLOCK IN THIS REGION OF NUMARA, AND BOTH ARE QUITE EASY TO FIND. THE FIRST, "*THE TALKATIVE MERCENARY*," TRIGGERS AT POINT 6, ON THE FOOTBRIDGE THAT CONNECTS THE TWO ENTRANCES TO MAIN STREET. THE NEXT, "*LETTERS FROM A WEAKLING*," TRIGGERS AT POINT 7, AT THE MAP'S CENTER GONDOLA LAUNCH.

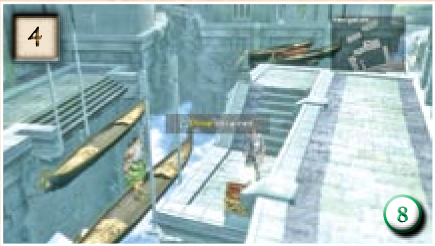


Starry-Eyed Ignas

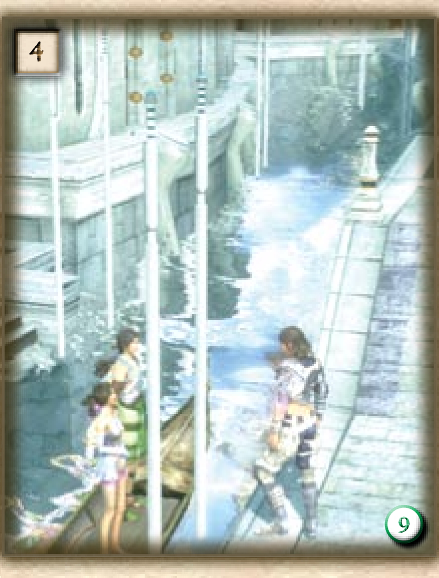
When I grow up, I'm gonna be a mercenary! Why? Well, come on, aren't they just so cool? My mom says I gotta help out in the shop, but forget about that!

4 PLAYING CUPID FOR THE GONDOLIERS

Now that Lonely Chuchu has gotten you access to the back room of Nalia's Item Shop, you can loot it thoroughly. But the greatest treasures are in the yard—don't let it escape your notice that the shop has three doors, one of which leads to a gondola launch (point 8). If you've spoken to the gondolier at the southernmost gondola launch (point 9), you know she's waiting for her date to arrive. Explain the misunderstanding to the gondolier at point 8, and he'll repay you by grabbing the chest from across the canal. It contains the level-3 Shine spell, a rare White Magic attack spell.

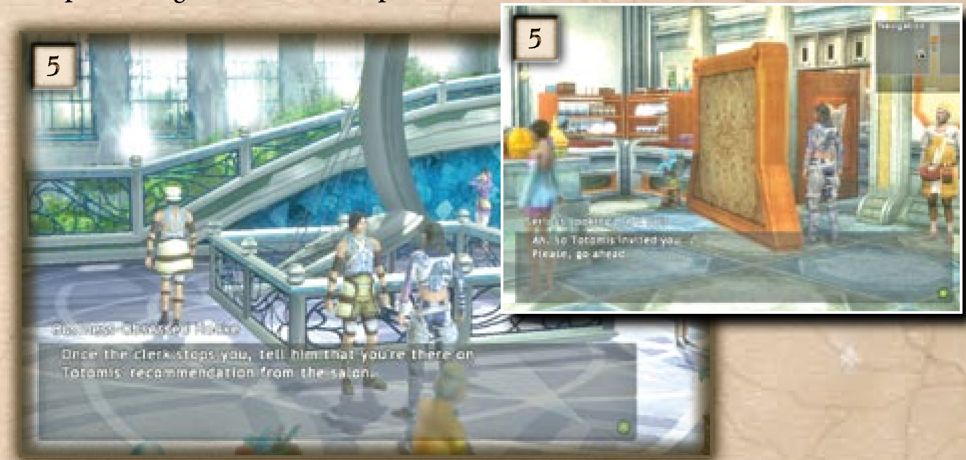


The best treasure is yet to come. Head back to point 9, where the gondolier will perform the same service, netting you a chest with a Mimint Ear. Its rare enhancement provides a small chance of completely negating the damage from any magical attack. And more importantly, the little ears make your characters look adorable. Awwww.



5 GREAT DEALS IN NINN'S BACK ROOM

The public area of Ninn's Boutique doesn't have anything of interest to hardened adventurers. To get to the good stuff, pay a visit to the Artists' Salon, where one of the artists will tell you the secret password. Use that to get past the guard, and you'll find the real shop in back. There, Ninn will sell you upgraded weapons, components, and several new accessories. You'll also find a ringmaker who will combine your old rings into powerful new ones—for free. If you don't have the rings necessary to make the one you want, you should be able to make the prerequisite rings by buying components right there in the shop.



Once the clerk stops you, tell him that you're there on Totomis' recommendation from the salon.

Ah, so Totomis invited you. Please, go ahead.

SHOP DETAILS

NINN'S BOUTIQUE

WEAPONS

WEAPON	POWER	PRICE
STEEL SWORD	32	750
FORCE STAFF	11	810

ACCESSORIES

ACCESSORY	ENHANCEMENT	PRICE
TURN-TAIL SHOES	TURN-TAIL	280G
PLATINUM GAUNTLET	GUARD HEAL	270G
CIRCLET	RELAX	450G
KNIGHT'S CODE	STAND READY	270G
APPRENTICE EARRINGS	LV2 BLACK-WHITE MAGIC	500G
ANTIDOTE BROOCH	ANTI-POISON	280G
SEARCH GLASSES	STATUS ANALYSIS	210G
TREASURE GLASSES	TREASURE ANALYSIS	440G
LIGHT LENS	ANTI-BLIND	410G
ALARM CLOCK	ANTI-SLEEP	480G
YELLOW BAND	ANTI-PARALYSIS	450G
SAGE'S PROTECTION	CRISIS CONCENTRATION	280G

COMPONENTS

COMPONENT	USED IN RING	PRICE
MAGMA FRAGMENT	FLAME	30G
COLD WATER STONE	AQUA	30G
WIND SEAL LEAF	WIND	30G
QUALITY IRON SAND	EARTH	30G
INSECT INNARDS	BIO	25G
MAGIC-LURING STONE	OSMOSIS	50G
STICKY TAPE	POISON, ANGER	20G
WHETSTONE	BRUISER, AIM, ETC.	15G

THE RINGMAKER'S FORMULAS

COMBINED RINGS

COMBINED RING	RING 1	RING 2
FIRE-POWERED RING	FLAME	BRUISER
WATER-POWERED RING	AQUA	BRUISER
WIND-POWERED RING	WIND	BRUISER
EARTH-POWERED RING	EARTH	BRUISER
SOUL RING	OSMOSIS	BRUISER
TURTLE SHELL RING	PIERCING	BIO
FLYING BEAST RING	BEAST	AIM
HERCULEAN RING	BRUISER	ANGER

NALIA'S ITEM SHOP

ITEMS

ITEM	PRICE
HEALING MEDICINE	40G
HEALING HERB	120G
MANA HERB	60G
EYE DROPS	20G
KELO-VITAMIN	30G
SMELLING SALTS	35G
ANTI-PARALYSIS HERB	20G
MINT POWDER	25G
ANGEL'S PLUME	150G
FLARE BOMB	100G
AQUA BOMB	100G
WIND BOMB	100G
GROUND BOMB	100G

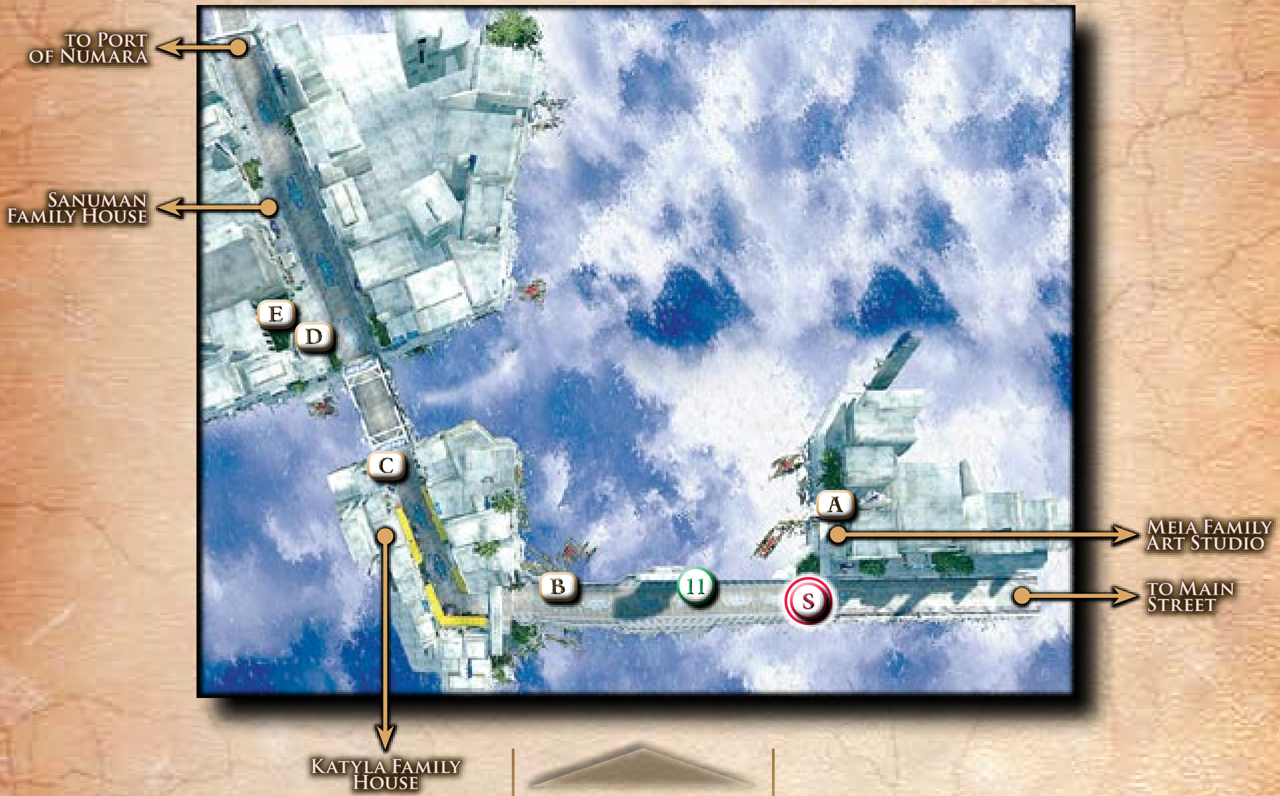
MAGIC

SPELL	SPELL BOOK	PRICE
SHIELD	LV1 WHITE	200G
BARRICADE	LV1 WHITE	200G
ALL-SHIELD	LV2 WHITE	300G
ALL-BARRICADE	LV2 WHITE	300G
AQUA	LV1 BLACK	220G
GROUND	LV1 BLACK	220G
POISON	LV2 BLACK	330G
PARALYZE	LV2 BLACK	330G

[redacted]

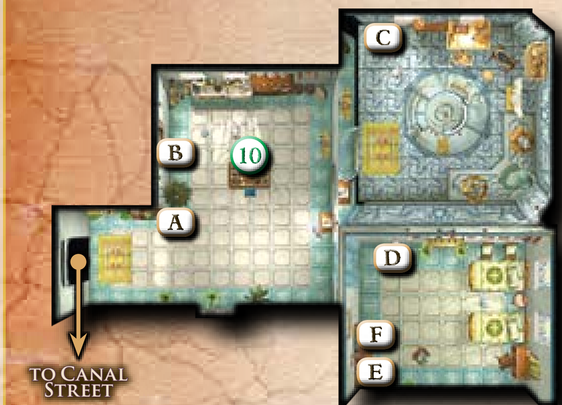
CANAL STREET AREA

CANAL STREET


TO PORT OF NUMARA
SANUMAN FAMILY HOUSE
E
D
C
B
11
S
A
MEIA FAMILY ART STUDIO
TO MAIN STREET
KATYLA FAMILY HOUSE

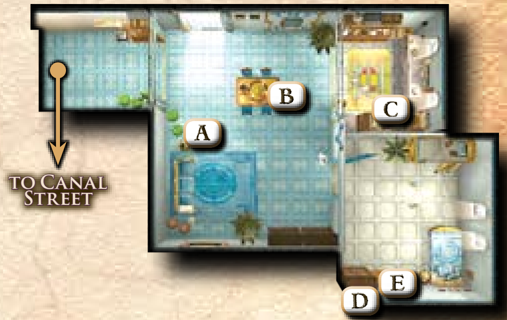
A. Mana Capsule
B. Seed
C. 10G
D. Seed
E. Poisonous Bones x5

MEIA FAMILY ART STUDIO


C
B
10
A
D
F
E
TO CANAL STREET

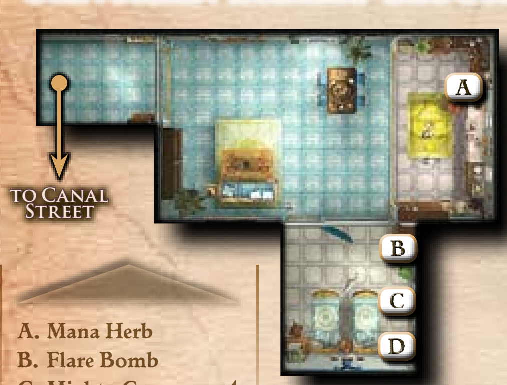
A. Sticky Tape x5
B. Mint Powder
C. Mysterious Perfume x3
D. Healing Herb
E. Seed of Terror x3
F. 10G

KATYLA FAMILY HOUSE


B
C
A
TO CANAL STREET
E
D

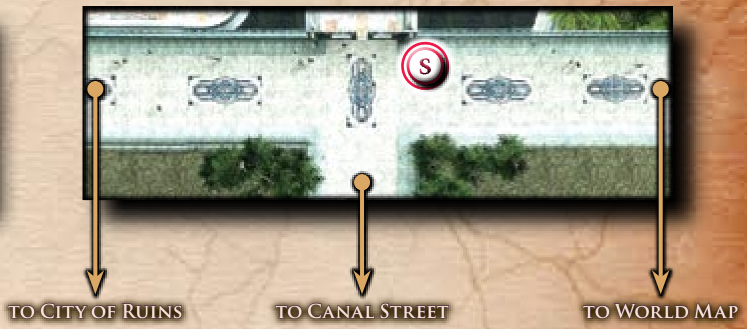
A. Healing Herb
B. Blinding Powder
C. Insect Innards x4
D. 100G
E. 10G

SANUMAN FAMILY HOUSE



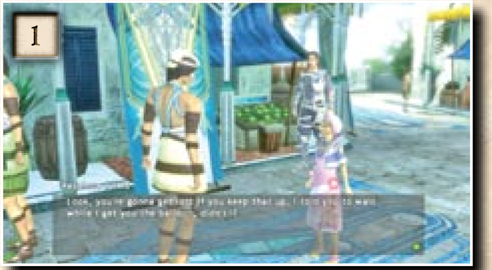
- A. Mana Herb
- B. Flare Bomb
- C. Mighty Carapace x4
- D. 10G

PORT OF NUMARA



1 INSPIRE THE CRYSTAL SCULPTOR

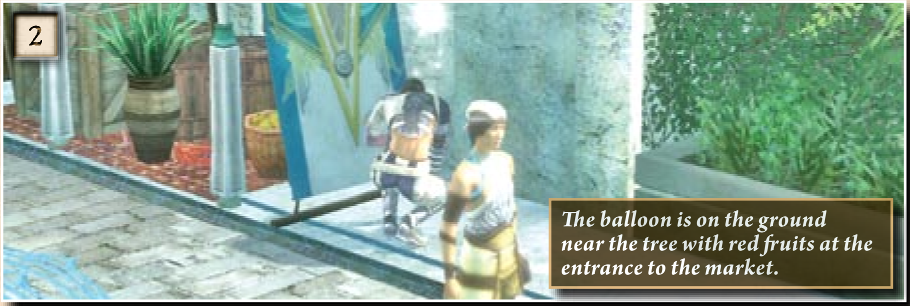
The sculptor's husband at point 10 has artist's block, and needs no less than 19 Crystal Fragments to inspire him. You'll find all 19 by kicking purple, crystalline fungus growths in the Crimson Forest, an area that you'll be able to visit when you complete the events in Numara. Bring them back here, and the sculptor's husband will reward you with a *Life Brooch*, which contains a skill that can boost your characters' Max HP by 10%.



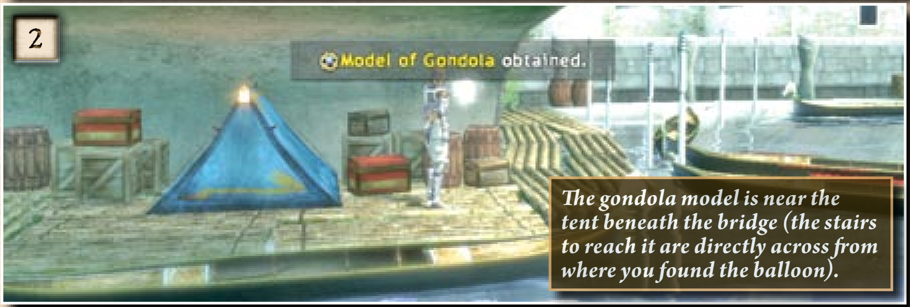
As long as you're not actively engaged in the Kid's Club quest, you'll trigger the "Don't Forget Me Now, You Hear?" dream when you proceed north through the Canal Street market.

2 JOINING THE KIDS' CLUB

Kaim may be 1,000 years old, but the members of Canal Street's secret kid's club will still let him join if he can complete the initiation. The process involves finding three items, all of which are only a few screens away. When you bring all three to the kids, they'll give you a pair of *Kelolon Earrings* as proof of membership.

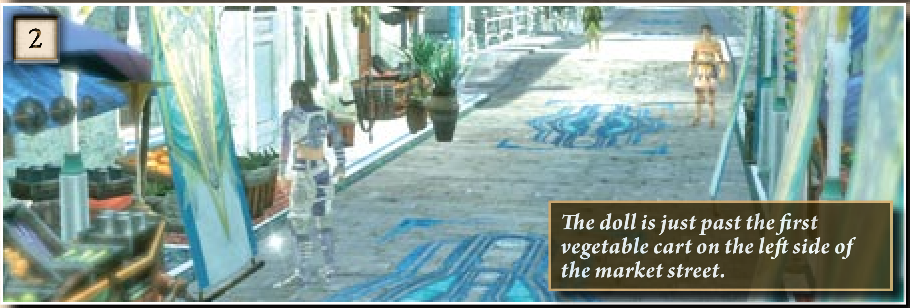


The balloon is on the ground near the tree with red fruits at the entrance to the market.



Model of Gondola obtained.

The gondola model is near the tent beneath the bridge (the stairs to reach it are directly across from where you found the balloon).

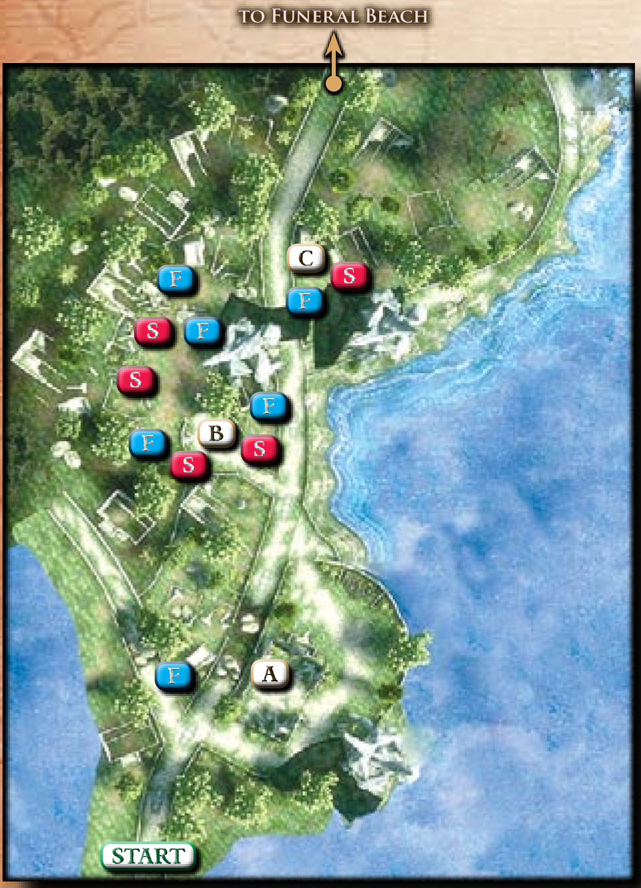


The doll is just past the first vegetable cart on the left side of the market street.

GHOST TOWN

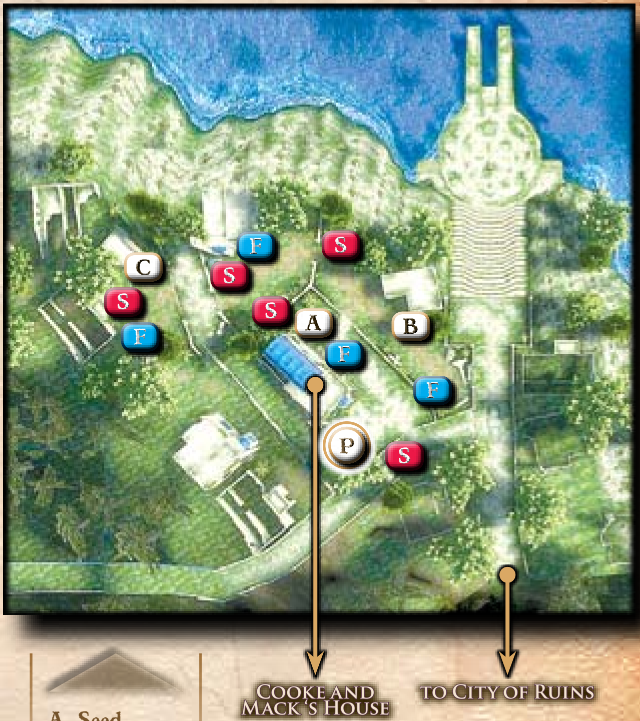
CITY OF RUINS

F = Flower | S = Stick


TO FUNERAL BEACH
START

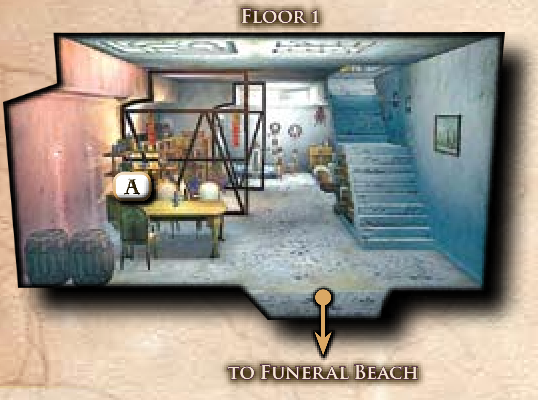
- A. Sandman's Seal x5
- B. Kelo-Vitamin
- C. Hard Skin x4

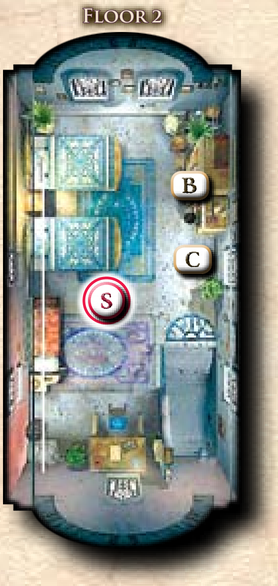
FUNERAL BEACH


COOKE AND MACK'S HOUSE
TO CITY OF RUINS

- A. Seed
- B. Mana Herb
- C. Slot Seed

COOKE AND MACK'S HOUSE


FLOOR 1
TO FUNERAL BEACH



- A. Eastern Red Ore x3
- B. Kelolon [spell]
- C. 1G

1

Save Cooke and Mack's Flower Patch

As you round the bend in the southern part of the map, you'll run into young Cooke and Mack, who are trying to protect a patch of rare flowers from Numara Soldiers. Step in to save the day, but don't expect an easy fight. The soldiers are much tougher than any you've fought before, and the cavaliers in the back row can easily do 300–400 points of damage with their rush attacks. While it's tempting to try to kill five birds with one Prism spell, most of your party could be wiped out before the spell even goes off. Instead, have Jansen cast All-Shield on the first turn, then switch to casting Zephyr and using Healing Herbs while Kaim and Seth pick off the soldiers by double-teaming them one by one. Make sure to equip your immortals with Crisis Attack Boost and Crisis Defense Boost; they may make the difference. Don't be stingy with the Healing Herbs; if a character is near death, they probably won't survive until a spell goes off, but items work right away.

ENEMIES

Numara Soldier

HP:	300
Type:	None
Element:	None
—	—
Steals:	— —
Drops:	Junk Parts — — —

Numara Cavalry

HP:	430
Type:	None
Element:	None
—	—
Steals:	— —
Drops:	Junk Parts — — —

2

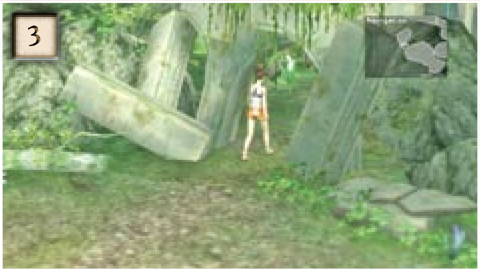
Meanwhile, Back in Uhra . . .

After Kaim and his company arrive at Cooke and Mack's house, a series of events will end with an unexpected change of heroes. You'll find yourself in Tolten's shoes, surrounded by mud creatures—have some fun with Tolten's impressive combat abilities by sweeping the board with his Cut Down move. You won't be able to battle your next opponent until you use the Inquire command several times, but once Tolten draws his blade, he can finish the fight quickly by using Power Hit twice.

2
Cut Down
Tolten

3 SENDING OFF THE DEAD, NUMARA STYLE

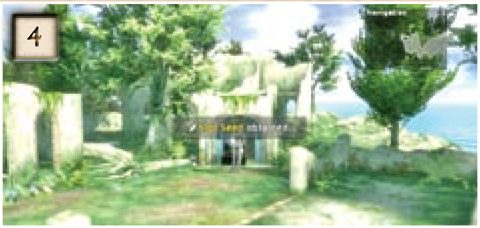
Back in Numara, there's a funeral underway, and everyone has a part to play. First Cooke must gather ten white flowers; she'll find four in Funeral Beach and six in the City of Ruins. The one tricky one is past the small City of Ruins arch that Kaim couldn't fit through, but that Cooke can. When you have all 10, bring them back to the funeral director. Kaim's task is similar; he must find ten sticks that can be used as torches. You'll find five in Funeral Beach and the other five in the City of Ruins. All of the flowers and sticks are marked on the maps in this section.



Mack's task occurs during the funeral itself. He has to light the funeral guests' torches with his own torch; you can do this by pressing the four colored Xbox 360 buttons to match the directions from which they offer their torches. Use the left stick to adjust your torch so the tips touch, and hold it there until the torch lights.

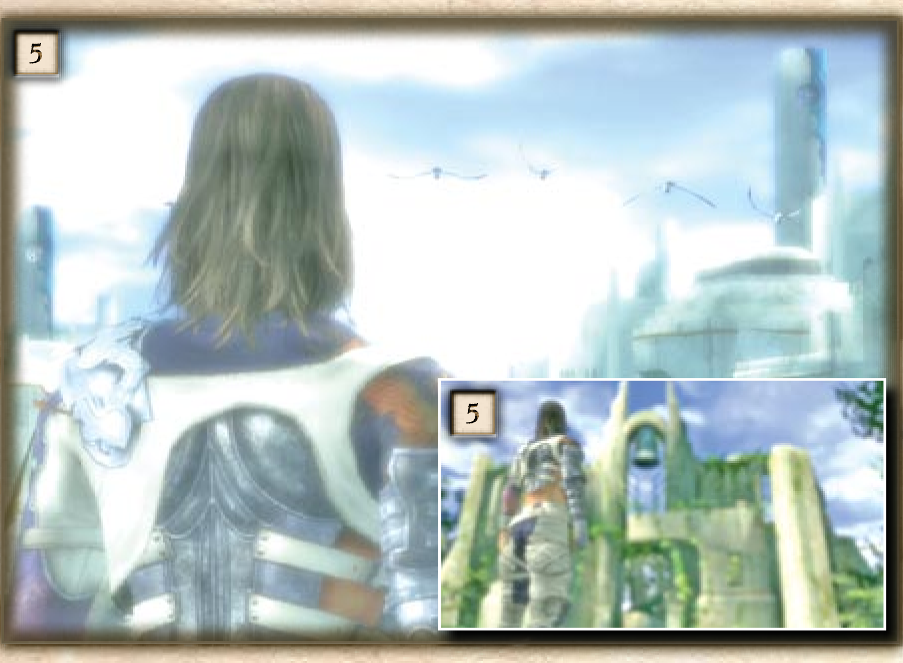
4 AN OFFERING FOR THE NUMARA PIPOT

After the funeral, your next objective will be clear, but there are still a few errands to run in Numara. First, finish looting Funeral Beach and Cooke and Mack's house. The treasures include a Slot Seed as well as the 40th normal Seed (assuming you haven't missed any before this point). Take your Seeds to the Pipot in the pot by the well, and he'll give you an *Earth Charm* for reaching the 40-Seed milestone.



5 TWO MORE DREAMS FOR THE ROAD

On your way out of the City of Ruins, a bell will toll, reminding Kaim of "*Evening Bell*," another in the "A Thousand Years of Dreams" series. There's another dream you can unlock, but it's a bit trickier to find. Return to Canal Street and head toward Main Street. At point 11, on the big fishing bridge, look to the north; Kaim will see a flock of seagulls taking flight, reminding him of "*The Portraitist of the Dead*."



DISC 1 | CHAPTER 1-7

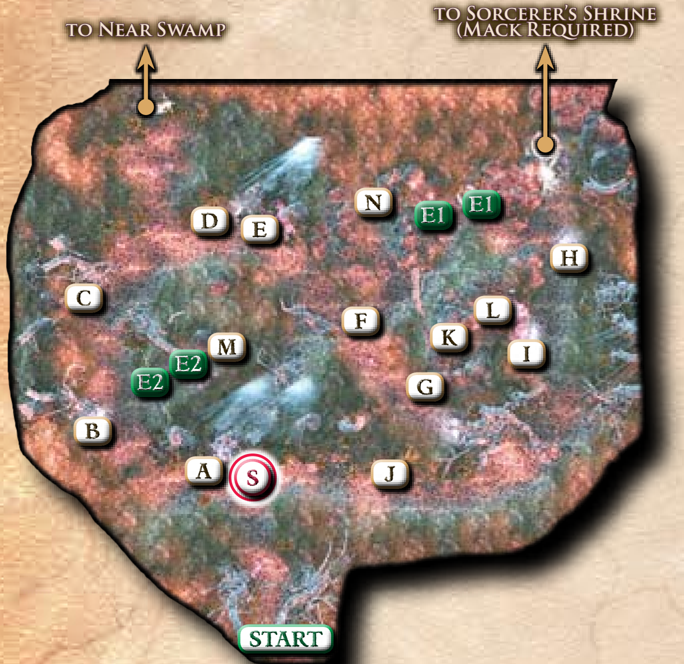
THE CRIMSON FOREST

DISTRAUGHT OVER THE LOSS OF HIS MOTHER, MACK HAS RUN OFF INTO THE CRIMSON FOREST. EVEN THOUGH TRAVEL TO THE FOREST HAS BEEN BANNED FOR CENTURIES, RUMORS OF ITS GHOSTS AND EVIL SPIRITS ARE STILL A POPULAR TOPIC IN NUMARA—IT IS CLEARLY NO SAFE PLACE FOR A 10-YEAR-OLD BOY.

The Crimson Forest

E# = Elevator

Maze of Gloom

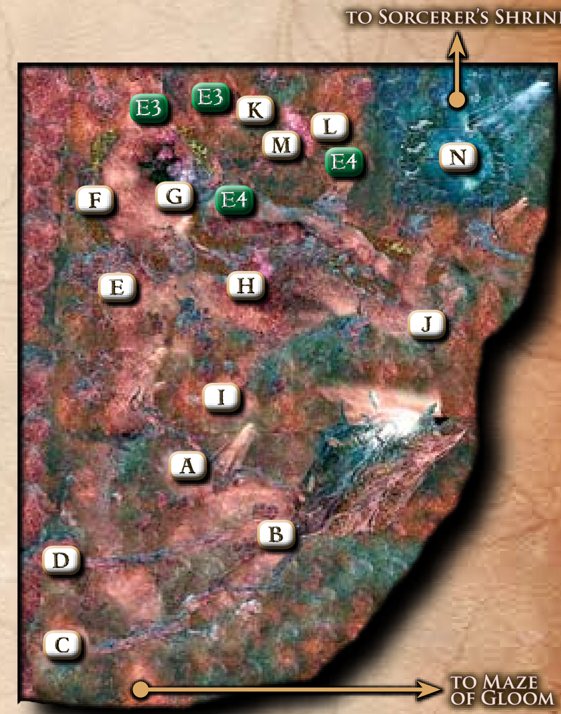

TO NEAR SWAMP
TO SORCERER'S SHRINE (MACK REQUIRED)
D
E
N
E1
E1
H
C
L
F
K
I
M
E2
E2
G
B
A
S
J
START

A. Crystal Fragment
B. Crystal Fragment
C. Seed
D. Crystal Fragment
E. [Encounter]
F. Anti-Paralysis Herb
G. Crystal Fragment
H. Crystal Fragment
I. Crystal Fragment
J. Angel's Plume
K. Seed*
L. [Encounter]*
M. Demon Warrior's Blade and Demon Warrior's Ring*
N. Royal Knight's Emblem**

*Not accessible without Mack in party

**Tolten required

Near Swamp


TO SORCERER'S SHRINE
E3
E3
K
L
M
E4
N
F
G
E4
E
H
J
I
A
B
D
C
TO MAZE OF GLOOM

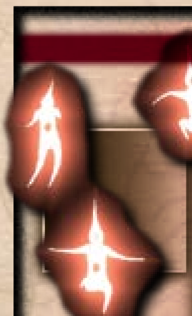
A. Crystal Fragment
B. Crystal Fragment
C. Crystal Fragment
D. Anti-Paralysis Herb
E. Crystal Fragment
F. Mana Capsule
G. Crystal Fragment
H. [Encounter]
I. Seed
J. Crystal Fragment
K. Refresh [spell]*
L. Healing Potion*
M. [Encounter]*
N. Ogre Bangle**

*Not accessible without Mack in party

**Treasure-hunting clue required

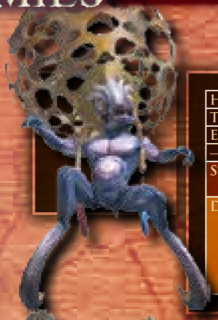
ENEMIES

Spitura



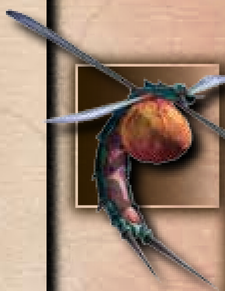
HP:	200-220
Type:	Magic
Element:	Fire
—	—
Steals:	Mana Herb
	—
Drops:	Blood Sucking Needle
	Insect Innards
	—
	—

Balloon



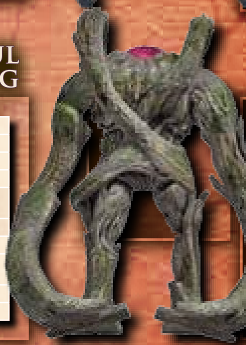
HP:	370-430
Type:	None
Element:	Fire
—	—
Steals:	Flare Bomb
	—
Drops:	Magma Fragment
	Magic-Luring Stone
	—
	—

Soul Eater Bug



HP:	430-460
Type:	Organic
Element:	Wind
—	—
Steals:	Anti-Paralysis Herb
	—
Drops:	Insect Innards
	Paraweed Thorn
	—
	—

Red Trent



HP:	1370
Type:	Hardened
Element:	Earth
—	—
Steals:	Hard Skin
	—
Drops:	Quality Iron Sand
	Pumice of Despair
	Hard Skin
	—

Schin Beetle

HP:	400
Type:	Organic
Element:	Wind
—	—
Steals:	Sandman's Seal
	—
Drops:	Wind Seal Leaf
	Sandman's Seal
	—
	—

Grantoad

HP:	820
Type:	None
Element:	Water
—	—
Steals:	Poison Oil
	—
Drops:	Cold Water Stone
	Poison Oil
	—
	—

Flyweight Kelolon

HP:	270
Type:	Kelolon
Element:	Water
—	—
Steals:	Healing Medicine
	—
Drops:	Whetstone
	Kelo-Oil
	—
	—

Silver Kelolon

HP:	290
Type:	Kelolon
Element:	Water
—	—
Steals:	Mana Herb
	—
Drops:	Seed of Terror
	—
	—
	—

Keloline

HP:	690
Type:	Kelolon
Element:	Water
—	—
Steals:	Angel's Plume
	—
Drops:	Sticky Tape
	Kelo-Oil
	—
	—

Using Cooke as a Combat Mage

Cooke has a number of interesting abilities to contribute to your party. Her Angel Heart skill increases the efficacy of her healing spells (but only in combat), making her your party's best Zephyr caster. When she has nothing else to do, she can cast Prayer to restore around 100 HP for one of your characters—it's weaker than a Heal spell, but free to use. She can also use Casting Support to halve the amount of time it takes another character to cast spells, allowing her to team up with Jansen and cast Prism in a single turn.

White magic is great, but in the Crimson Forest the best defense is usually a good offense. Fortunately, mortals can use accessories too; equip Cooke with the Apprentice Earrings to give her the ability to cast Black Magic, and she'll prove to be an even more powerful Black Magic user than Jansen!

Casting Support

1 DON'T RAM THE WRONG OBELISKS

In the Maze of Gloom area you can find dozens of Crystal Fragments by smashing crystal fungus formations, and you'll earn a variety of other items by ramming rock obelisks. But not every obelisk holds treasure; toppling the one at point E on the first map or point H on the second map will trigger a tough enemy encounter.

1
Navigation

Those encounters consist of five Spituras in the front and a Soul Eater Bug in the back. While the Spituras blast you with mostly Flare spells, the Soul Eater Bug will use its Prey move each turn to consume one of the Spituras, which will boost its stats and completely refill its health. When it's out of Spituras to snack on, it will begin casting Prism spells, which can devastate your party in a hurry. Have Cooke use her Casting Support so Jansen can fire off his own Prism spell on the first turn, allowing Seth and Kaim to quickly finish off the wounded survivors. Then blast the Soul Eater Bug with everything you got—you can't afford to be stingy with the MP. (Ground spells are especially useful.)

1
1097
1440
129
Kaim 790
Seth 650

1
Navigation

Crystal Fragment obtained.

There is a total of 19 Crystal Fragments in the Crimson Forest and Sorcerer's Shrine. Bring them to the artist living in Numara's Canal Street for a reward.

SLIPPERY SILVER KELOLONS & OTHER NOTABLE FOES

TRENTS ARE THE TOUGHEST FOES THAT YOU'LL ENCOUNTER HERE, SINCE THEY CAN SWING FOR 300–500 POINTS OF DAMAGE WITH THEIR POWER CRUSH ATTACK, AND HIT A WHOLE ROW WITH THEIR DEADLY (BUT FAR LESS ACCURATE) POWER SWINGS. SWITCH TO WIND-TYPE RINGS AT THE START OF THE FIGHT AND HAVE JANSEN POISON THE TRENT THAT KAIM AND SETH AREN'T ATTACKING, THEN SWITCH TO USING WIND SPELLS AGAINST THEIR TARGET.

999
2
155
150
Kaim 583 35
Seth 464 50
Jansen 380 76
Cooke 270 90

THE RARE SILVER KELOLONS HERE CAN DODGE ANY PHYSICAL ATTACK AND USUALLY ATTEMPT TO FLEE AT THE BEGINNING OF EVERY TURN. TO BRING THEM DOWN, HAVE EVERYONE TARGET THEM WITH GROUND SPELLS AND HOPE FOR GOOD LUCK!

Inflicts a moderate amount of Earth Element damage on one enemy.

1136
Silver Kelolon
290 /290
Action
Ground
Target
Silver Kelolon
Mana Herb
Seed of Terror

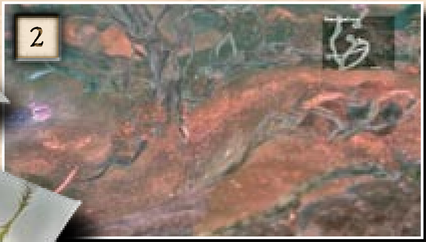
Reinforcements have arrived!

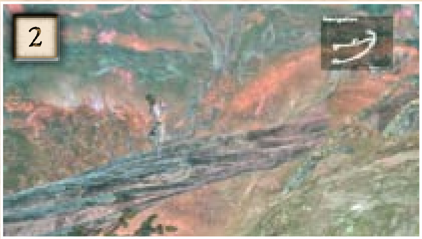
1387
Kaim 748 35
Seth 639 50
Jansen 380 94
Cooke 206 90

The only way you'll see a Keloline here is by killing all but a single Kelolon and waiting for it to use the Reinforcement Request move.

2 RUNNING THE BRIDGE OF TREES

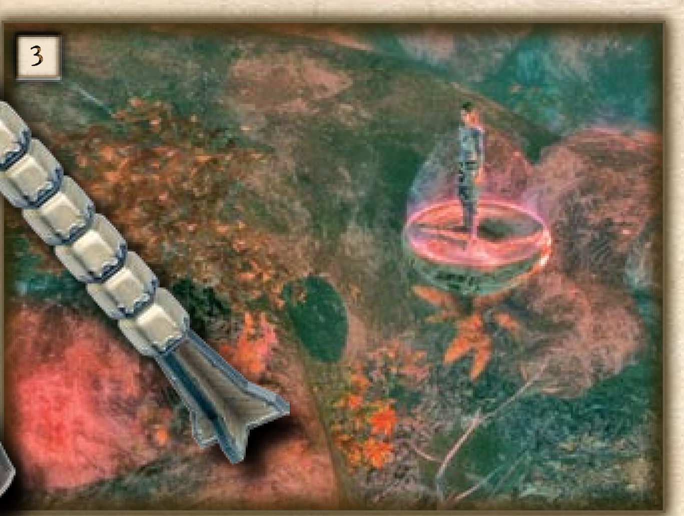
Head east when you enter the Near Swamp map, and look for a slope that leads toward point B. From there you can cross two fallen trees to reach the items at points B and C, which include one of the Crystal Fragments.

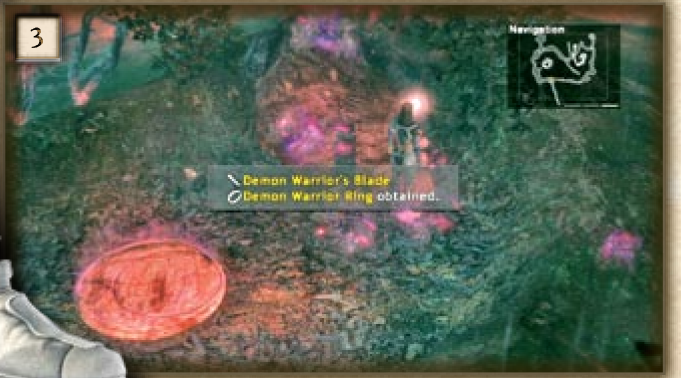




3 TAKE THE HIGH ROAD HOME

On your first trip here, you won't be able to reach a lot of the treasures or make sense of the strange stone circles scattered throughout the map. But after rescuing Mack in the Sorcerer's Shrine, you'll be able to use the circular stone elevators (marked E1 through E4 on the map) to reach otherwise-inaccessible parts of the forest. These elevators lead to obelisks that contain both monster encounters and valuable items, including the spirit-magic Refresh spell and the Demon Warrior's Blade and Ring.

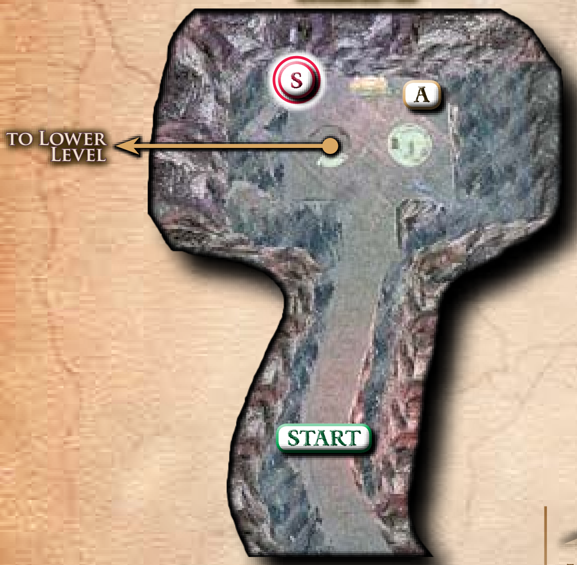




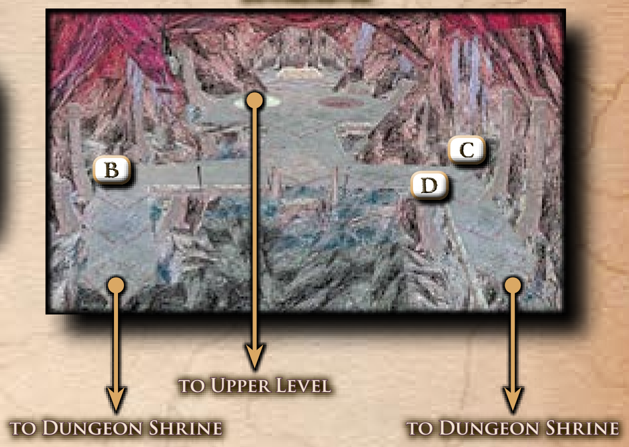
Demon Warrior's Blade
Demon Warrior Ring obtained.

CHAMBER OF STONE TABLETS

UPPER LEVEL

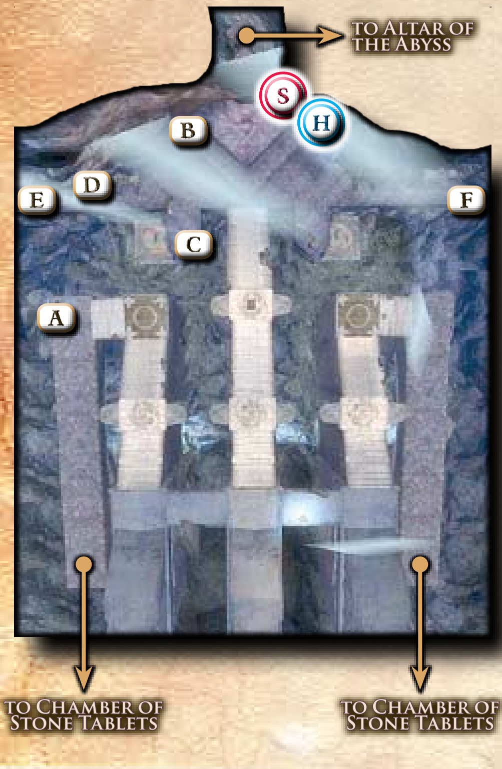

S
A
TO LOWER LEVEL
START

LOWER LEVEL


B
C
D
TO UPPER LEVEL
TO DUNGEON SHRINE
TO DUNGEON SHRINE

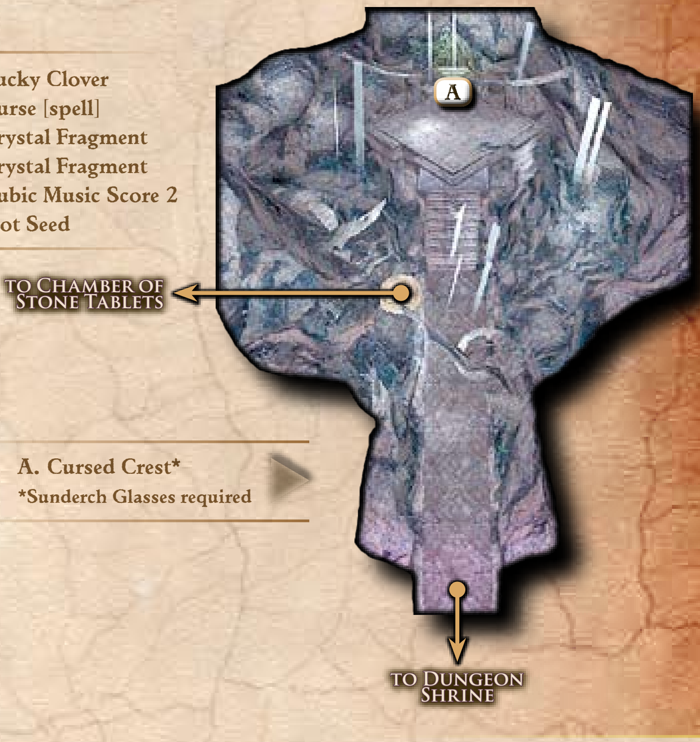
A. Crystal Fragment
B. Crystal Fragment
C. Crystal Fragment
D. Crystal Fragment

DUNGEON SHRINE


TO ALTAR OF THE ABYSS
S
H
B
D
E
F
C
A
TO CHAMBER OF STONE TABLETS
TO CHAMBER OF STONE TABLETS

A. Lucky Clover
B. Curse [spell]
C. Crystal Fragment
D. Crystal Fragment
E. Cubic Music Score 2
F. Slot Seed

ALTAR OF THE ABYSS


A
TO CHAMBER OF STONE TABLETS
TO DUNGEON SHRINE

A. Cursed Crest*
*Sunderch Glasses required

Brace Yourself for Tough Battles

There are only three new foes in this area, but they're tough ones, and even familiar foes like Spitura, Soul-Eater Bugs, and Balloons are higher-level than they were in the Crimson Forest. When in a mixed battle, always take out the Flame Spheres first, since their Flare spells are particularly deadly. Shadow-casting Plant Dragons are also dangerous foes, but save them for last—when they're low on HP, they'll cast a Sleep spell on the entire party that could prove deadly if other enemies are alive to capitalize on it.

1092
2
459
Kalm 724 40
Seth 382 50
Jansen 387 130
Cooke 287 100

Enemies

Flame Spear

HP:	310
Type:	Magic
Element:	Fire
—	—
Steals:	Junk Parts
	—
Drops:	Magma Fragment
	Mysterious Perfume
	—
	—

Earth Colossus

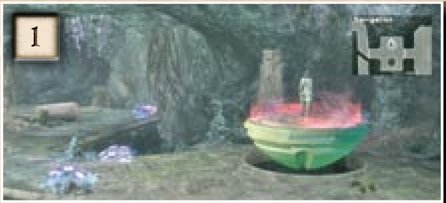
HP:	1220
Type:	Hardened/ Spirit Magic
Element:	Earth
—	—
Steals:	Hard Skin
	—
Drops:	Eastern Red Ore
	—
	—
	—

Plant Dragon

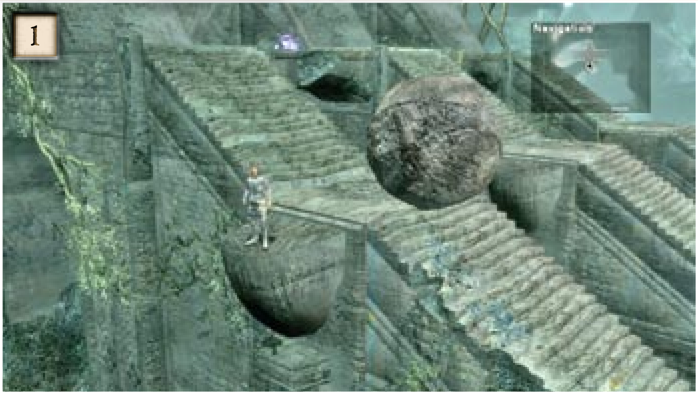
HP:	940
Type:	Spirit Magic
Element:	None
—	—
Steals:	Mint Powder
	—
Drops:	Quality Iron Sand
	Pumice of Despair
	Hard Skin
	—

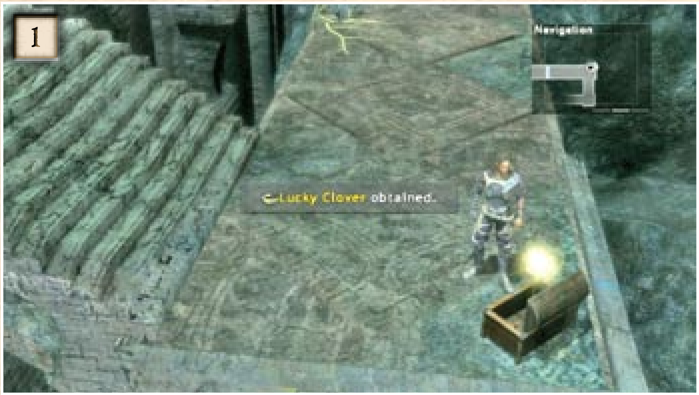
1 Rolling Boulders in the Dungeon Shrine

Save your game in the Chamber of Stone Tablets, and then consider quitting and reloading to get some free healing—you may need it. Take the glowing elevator down to the lower floor, and head west to the entrance to the Dungeon Shrine.



As you climb the Dungeon Shrine stairs, you'll trip a wide panel on the floor that sends a boulder rolling down the staircase. Step back down the stairs and let the first one pass, then run up the stairs to one of the ledges on either side of the staircase and wait there for the next boulder to pass. When you get to the top, go all the way to the other side and down the stairs, where you'll find a Lucky Clover accessory and the path to the other side of the lower floor of the Chamber of Stone Tablets, where you'll find two Crystal Fragments.



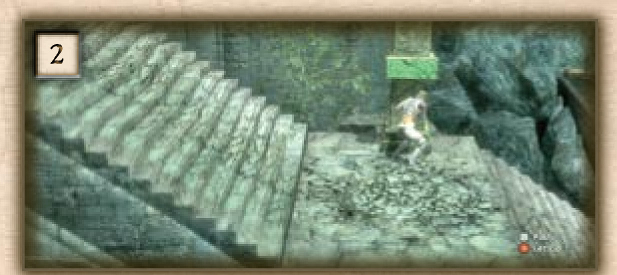


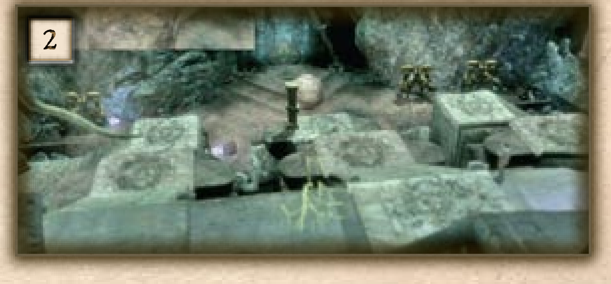
Lucky Clover obtained.

2

Smashing Down the Altar Door

In the middle of the center staircase, you'll find a pillar that can be pushed aside. Push it until the light on its side turns red, then head upstairs and intentionally trigger another boulder fall. Without the pillar in its way, it'll smash through the sealed door that leads to the Altar of the Abyss.

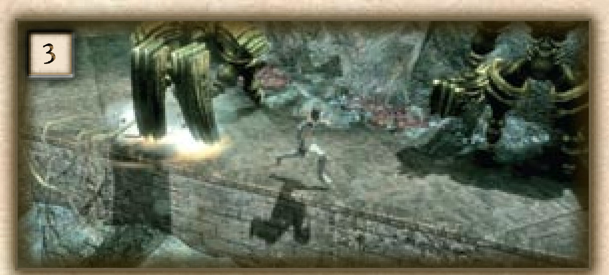


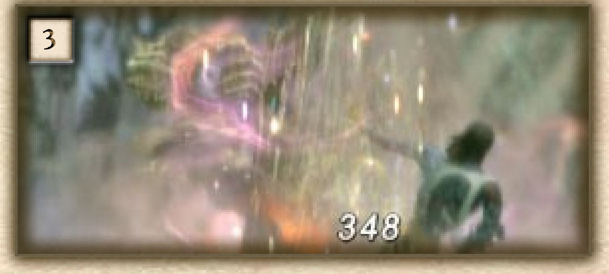


3

Surviving the Earth Colossi

To the right of the broken door you'll find a save point and a blue healing point that can be used any number of times. Take advantage of both, then dash past the colossus statues to reach the valuable treasures at the end of the lower ledges. However, if you're close to gaining a level or learning a valuable skill, it's a good idea to pick fights with the Earth Colossi to put you over the top, since this area's boss is right through the shattered door. In Colossus fights, you'll have to rely primarily on Wind spells—like all foes with the Hardened type, Colossi have very high resistance to physical attacks.





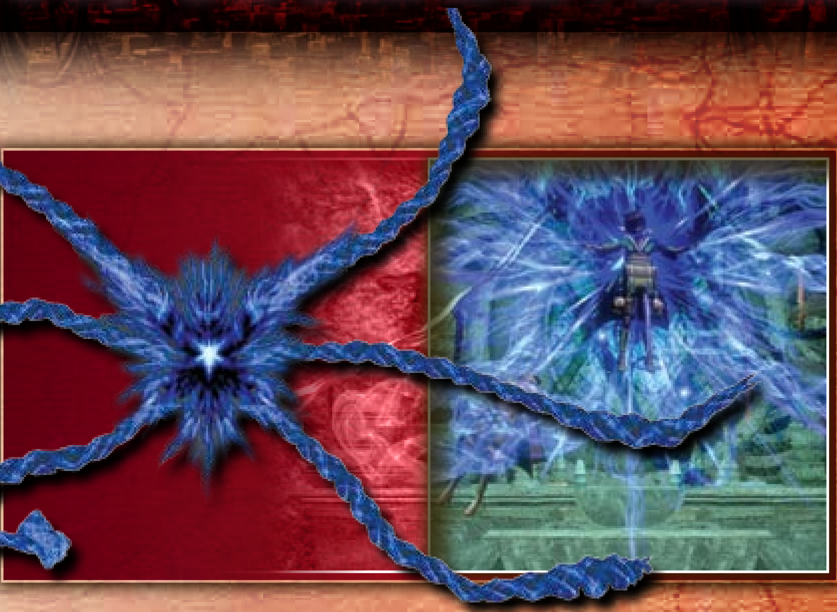
[BOSS] OBSIDIAN MIASMA

Quick Tips

Suggested Party Level
19 or 20

Recommended Ring
Herculean Ring
Bruiser Ring Ultra
Any "Powered" Ring

Recommended Skills
Stand Ready (Knight's Code)
Guard Heal (Platinum Gauntlet)
Relax (Circlet)
Lucky 0 Magic Damage (Mimint Ear)
Lv2 Black-White Magic (Apprentice Earrings)



Stats

Obsidian Tentacles

HP:	300-520
Type:	Magic
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Obsidian Miasma

HP:	930
Type:	Spirit Magic
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Boss Prep

The Apprentice Earrings are key for Cooke, since they will allow her to use damage-dealing Black Magic spells. Everything else is for the Immortals; once again, maintaining a level-3 or -4 Guard Condition is the key to victory, and as long as you'll be defending to trigger the Stand Ready skill, you might as well get some MP and HP out of it by equipping Guard Heal and Relax as well. Lucky 0 Magic Defense is a generally great skill against magic-using foes, and will come in handy in nearly any boss fight.

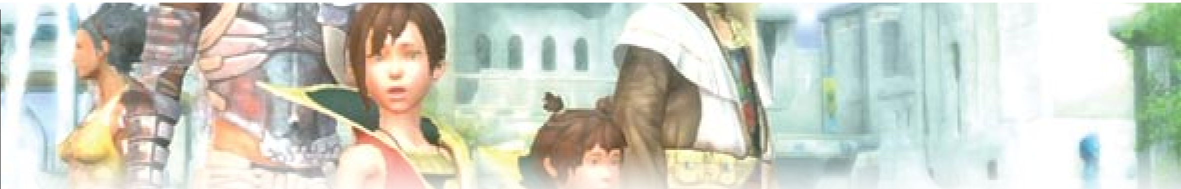
Boss Tactics

Your top priority is to free Cooke, so immediately begin tearing into Obsidian Tentacle C with ring-boosted physical attacks and quick spells like Flare. As soon as Cooke is free, turn up the defense: have Cooke cast Zephyr to recoup your lost health, have Jansen fire up an All-Barricade spell, and have Seth and Kaim defend to increase your Guard Condition. Seth and Kaim should do this every turn if your Guard Condition is less than level 3—you can't risk an area-effect spell wiping out your back line. Cooke and Jansen can do much more damage with simple Flare spells than Seth and Kaim could with their physical attacks anyway.

When the tentacles are wiped out, Mack will appear on the battlefield. Don't attack him; instead hit him with a Sleep spell (which will always succeed) to lure out the Obsidian Miasma. Continue to have Seth and Kaim boost your Guard Condition while Jansen and Cooke finish off the boss.

Returning to Numara

After you save Mack, an elevator appears that can take you straight to the Crimson Forest's Maze of Gloom. There you can collect the last few Crimson Forest items by using the stone elevators, or head straight for the exit to the world map. On your way out of the forest, Kaim will recall another dream, titled "*Elegy Island.*"



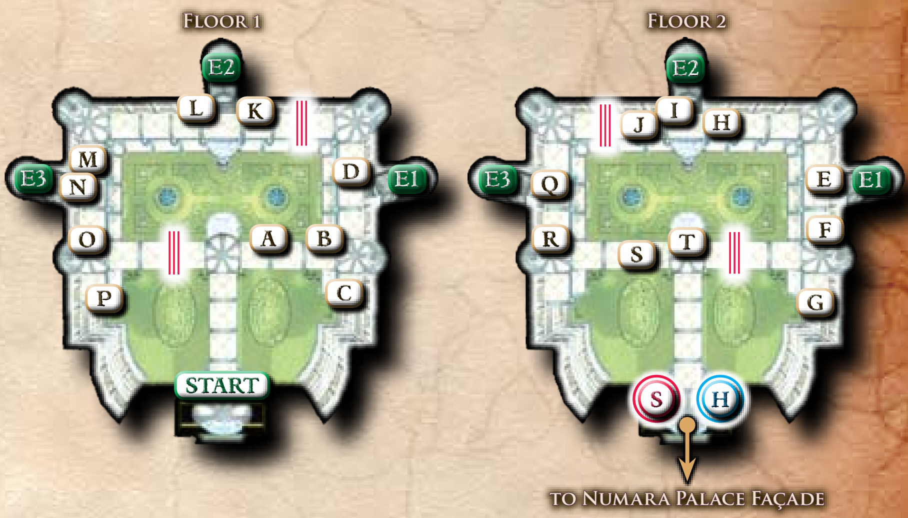
DISC 2 | CHAPTER 2-1

NUMARA PALACE

TOLTEN ISN'T THE ONLY MORTAL THAT GONGORA IS PLAYING FOR A FOOL. WHEN YOU RETURN TO NUMARA, YOU'LL FIND THAT A SPELL HE SECRETLY CAST ON JANSEN WILL CHANGE YOUR RELATIONSHIP WITH THE RULERS OF THAT COUNTRY FOREVER—FOR BETTER AND FOR WORSE.

A. Junk Parts x3
B. Seed
C. Cubic Music Score 3
D. 100G
E. 100G
F. Mysterious Perfume x3
G. Power Drink
H. Slot Seed
I. Mana Capsule
J. Seed
K. Generator x6
L. Seed
M. Black Pearl Powder x6
N. 100G
O. Whetstone x2
P. Adept Earrings
Q. Healing Potion
R. Seed
S. Angel's Plume
T. Magic-Sealing Feather x3

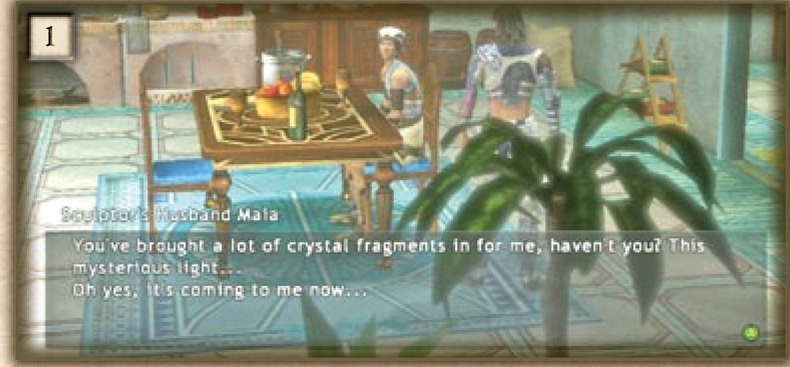
CORRIDOR GARDEN



1 AN ICY RECEPTION AWAITS IN WHITE SQUARE

If you have business in the city of Numara, do not approach the fountain in White Square until it is complete. As soon as you near the fountain, an unexpected development will restrict your ability to move freely in Numara, and prevent you from visiting most areas of the town. Among the side quests you may wish to pursue before approaching the fountain are these:

- If you bring all 19 Crystal Fragments to the sculptor's husband on Canal Street, he'll give you a *Life Brooch* accessory, which contains the HP Max Up skill.

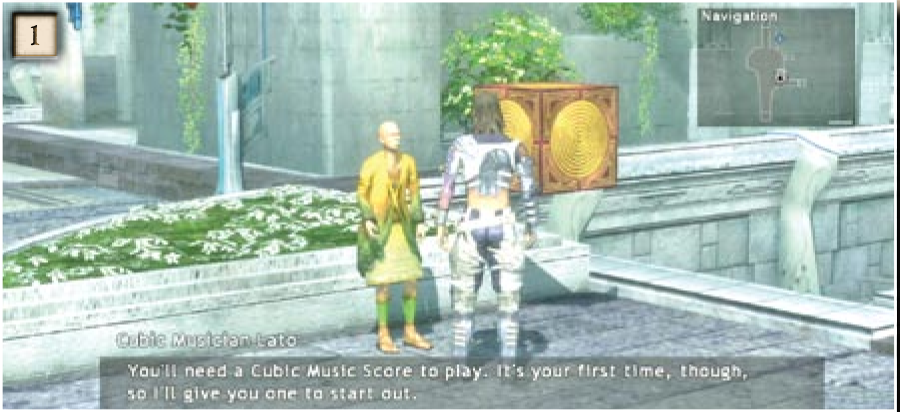


1

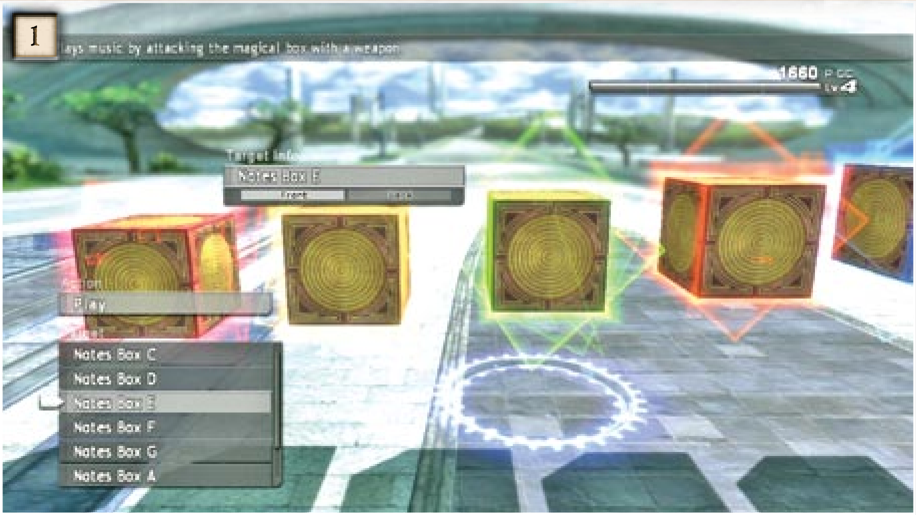
Sculptor's Husband Maia

You've brought a lot of crystal fragments in for me, haven't you? This mysterious light...
Oh yes, it's coming to me now...

- If you visit cubic musician Lato on the east side of White Square, he'll give you *Cubic Music Score 1* and invite you to play it in a special cubic music battle. To do so, memorize the note sequence and, in the same order, attack the blocks that match the notes. You'll earn the *Force* spell for completing Cubic Music Score 1 and the *Dodger* spell for completing Cubic Music Score 2. If you miss this, don't worry—you'll get another opportunity to meet Lato later.



Cubic Musician Lato
You'll need a Cubic Music Score to play. It's your first time, though, so I'll give you one to start out.



...ays music by attacking the magical box with a weapon

ENEMIES

Numara Heavy Corps

HP:	420
Type:	None
Element:	None
—	—
Steals:	Whetstone
	—
Drops:	Junk Parts
	Sandman's Seal
	—
	—

Numara White Magician

HP:	490
Type:	None
Element:	None
—	—
Steals:	Eye Drops
	—
Drops:	Black Pearl Powder
	Magic-Sealing Feather
	—
	—

Guard Preshion

HP:	700
Type:	Aerial
Element:	None
—	—
Steals:	Mana Herb
	—
Drops:	Sticky Tape
	Poison Oil
	—
	—

Guard Beast

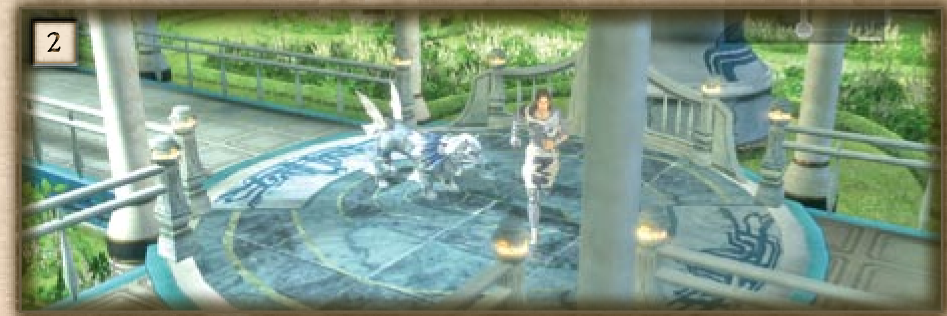
HP:	860
Type:	Beast
Element:	None
—	—
Steals:	Healing Herb
	—
Drops:	Magic-Luring Stone
	Blinding Powder
	—
	—

When you're ready to advance the plot, approach the White Square fountain and watch the news report. After that, when you attempt to leave White Square toward Main Street, Kakanas's guards will force Kaim to surrender.

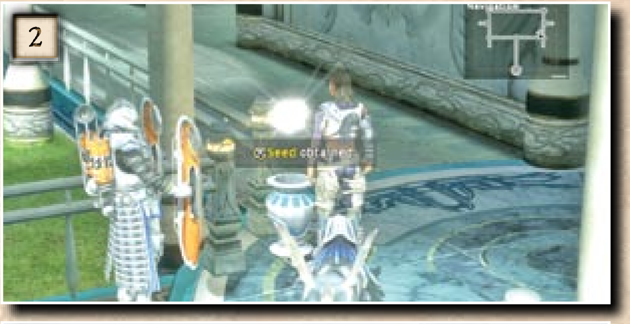
2

Fight Your Way out of the Palace

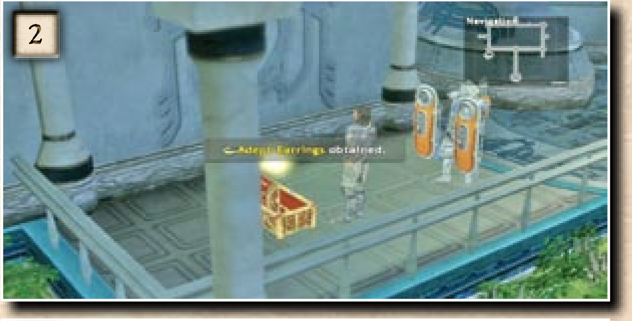
When Kakanas orders his soldiers to attack, Kaim, Seth, and Jansen will have to battle them without the help of the twins. Focus your attacks on eliminating the Heavy Corps soldiers one at a time, and you should be able to finish them off before their attacks take too heavy a toll. Cooke and Mack will then rejoin the party and lead you on a mad chase through the palace's Corridor Garden area.



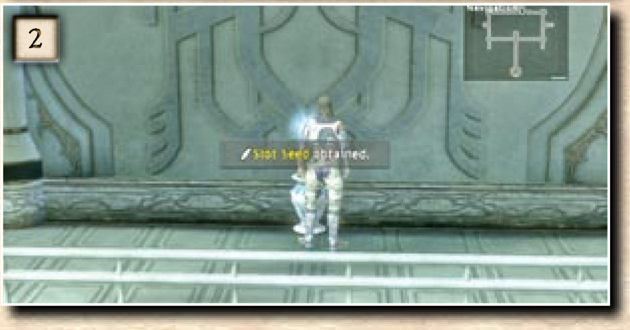
In the Corridor Garden you'll be able to see pursuing foes on the map, and if you're quick you can dash right past them. Many of the paths are blocked and all of the doors are locked, so you'll need to follow a very specific route to get through the area—use the map shown here and take the elevators in 1-2-3 order. However, you will need to stray slightly from the path to seek out all 20 vases and treasure chests in the area. The loot includes a Slot Seed, some sheet music, the Adept Earrings, and several normal Seeds, so it's well worth the risk of running into a few enemies. If you miss any of the treasures now, you won't be able to go back for them until much later in the game.


2
Navigation

Seed obtained.


2
Navigation

Adept Earrings obtained.

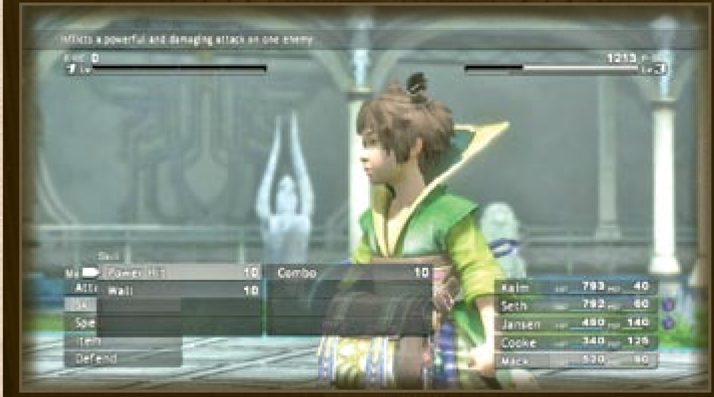

2
Navigation

Slot Seed obtained.

Seth and Kaim's New Best Friend

Mack defaults to a position in the front row of combat, which is not where he belongs—use the Formation menu to send him to the back. But even as a back-row character, he's capable of dishing out decent damage, both with regular attacks and with his special Power Hit and Combo attacks. He can also use Spirit Magic, which consists primarily of stat-boosting and recovery spells (including one that can raise your Guard Condition).

Mack is a good-all-around character, but the best thing about him is what he has to offer Seth and Kaim. They should immediately turn their Skill Links toward copying Counter, Combo, and Power Hit, which they'll be able to put to far better use than Mack ever could.



Inflicts a powerful and damaging attack on one enemy

Skill
Power Hit 10
Combo 10
Wall 10
Defend
Kaim 793 40
Seth 792 60
Jansen 480 140
Cooke 340 125
Mack 520 90

478
1112
183
Kaim 644 40
Seth 540 60
Jansen 480 145
Cooke 341 135
Mack 520 85

[Boss] Magic Heavy Tank

Quick Tips

Suggested Party Level
20 or 21
Recommended Ring
Demon Warrior Ring
Jamming Ring
Recommended Skills
Combo (Mack)
Power Hit (Mack)
Crisis Attack Boost (Berserker Necklace)
Crisis Defense Boost (Holy Knight Charm)
Critical Heal (Lucky Clover)

Stats

Magic Heavy Tank

HP:	1,580
Type:	Mechanical
Element:	None
—	—
Steals:	Mysterious Perfume
	—
Drops:	Mysterious Perfume
	—
	—
	—

Cannon

HP:	1,490
Type:	Mechanical
Element:	None
—	—
Steals:	Mysterious Perfume
	—
Drops:	Mysterious Perfume
	—
	—
	—

Tank Unit

HP:	740
Type:	Mechanical
Element:	None
—	—
Steals:	Mysterious Perfume
	—
Drops:	Mysterious Perfume
	—
	—
	—

Cannon Unit

HP:	740
Type:	Mechanical
Element:	None
—	—
Steals:	Mysterious Perfume
	—
Drops:	Mysterious Perfume
	—
	—
	—

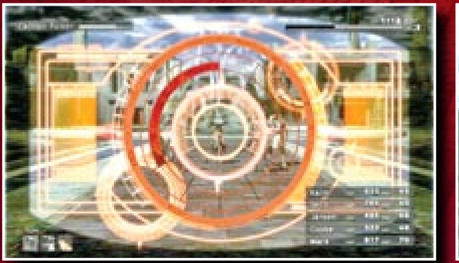
Boss Prep

Tweak your equipment after you heal and save in the palace, since you won't be able to go far before Kakanas rolls up on a mighty war machine. Focus on offensive abilities for Seth and Kaim in this fight; they'll be doing most of the attacking, so skills that trigger off of the Defend command won't be much use. All four parts of the tank are of the Mechanical type, so any ring with the Machine Killer enhancement (like the Demon Warrior Ring found in the Crimson Forest) will be invaluable.

Boss Tactics

The Magic Heavy Tank consists of four components. Destroying the Cannon and Magic Heavy Tank itself will end the fight, but destroying the Tank Unit and Cannon Unit will effectively neuter it, making for an easier but longer battle. These Tank and Cannon units spend their turns absorbing MP from your party members, which they use to boost the power of the tank's Tank Hit and Volcannon attacks, respectively. They can also absorb energy from the spells you cast against them, so you'll want to focus on physical attacks until the units are near death.

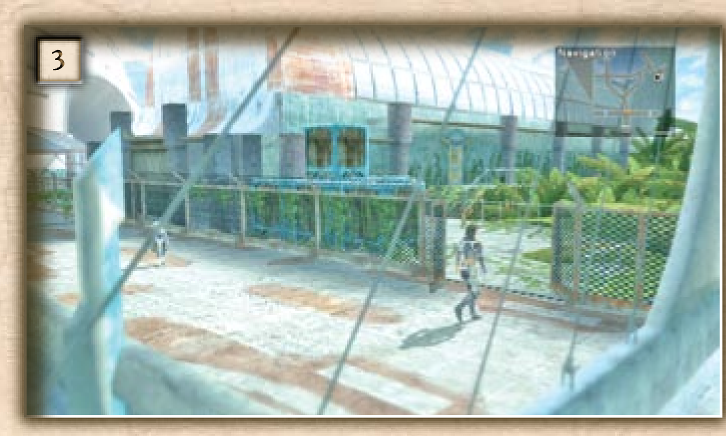
Have Seth and Kaim target the same unit, and have Mack cast Powera to boost the strength of one attacker while another back-row character uses a Power Drink to boost the strength of the other. The third should cast All-Shield for a defensive boost. With enhanced attacks, Seth and Kaim can deal heavy damage to the chosen unit, so it should be safe to target that unit with spells for the kill on the next turn. Then destroy the other unit before focusing all of your physical and magical attacks on the remaining components of the now-crippled tank.



Tank Hit destroys your GC so quickly that there's little point trying to maintain it. Instead, protect your back row by destroying the tank's units.

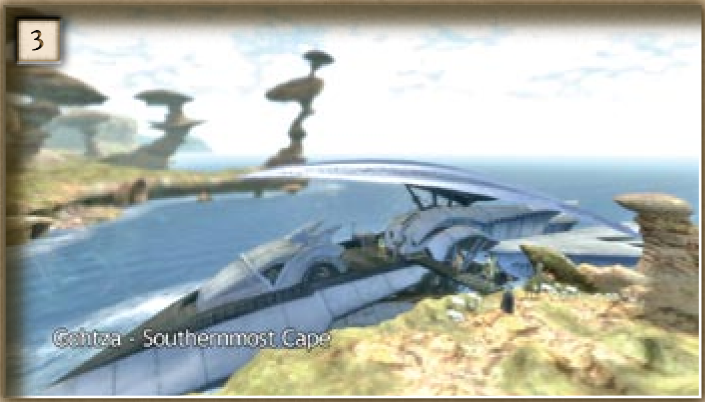
3 SWIPE THE SLANTNOSE FROM THE PORT OF NUMARA

If Kakanas is going to be that much of a jerk, our heroes have every right to respond in kind. Leave Numara and reenter through the port area. You'll find the doors open wide, allowing you to slip into a hangar in the eastern part of the map, through a side door. There you'll find Kakanas's new experimental ship, the Slantnose. Hop onboard and take it for a spin!

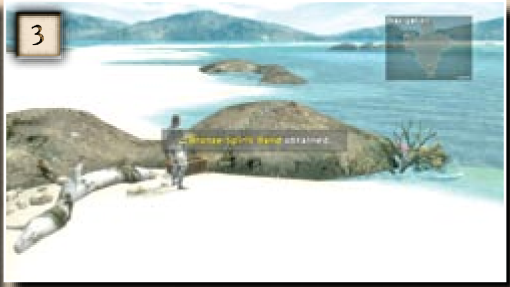

3
Navigation

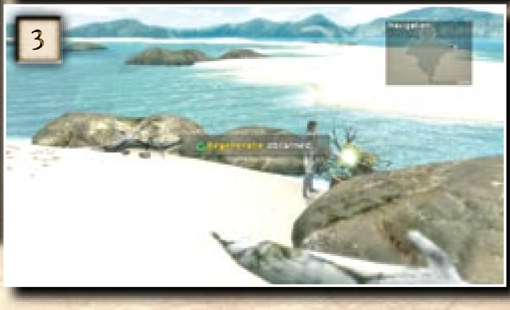
There are two directions you can go from the landing point at Numara Port (which is just behind your starting position). To the northwest is the Numara Atoll, an extremely high-level area where most of the monsters can wipe out your party with a single attack. To the northeast is the Southern Coast of Tosca, your entry point to the kingdom of Gohtza, which Ming yearns to visit.

3
Kaim
Seth
Jansen
Cooke
Mack


3
Gohtza - Southernmost Cape

Just because you can't kill the enemies in the Numara Atoll doesn't mean you shouldn't come for a quick looting trip. You'll find a Bronze Spirit Band *in the northwest corner, and the* Regenerate *spell in the northeast corner. The* Turn-Tail *skill will let you escape from battles before the sluggish enemies can attack.*


3
Navigation
Bronze Spirit Band obtained.


3
Navigation
Regenerate obtained.

When you arrive on the Gohtza continent, you'll trigger another one of the "A Thousand Years of Dreams" episodes. This time it isn't a lost memory of Kaim's, but of Seth's—"Seth's Dream Part 1."

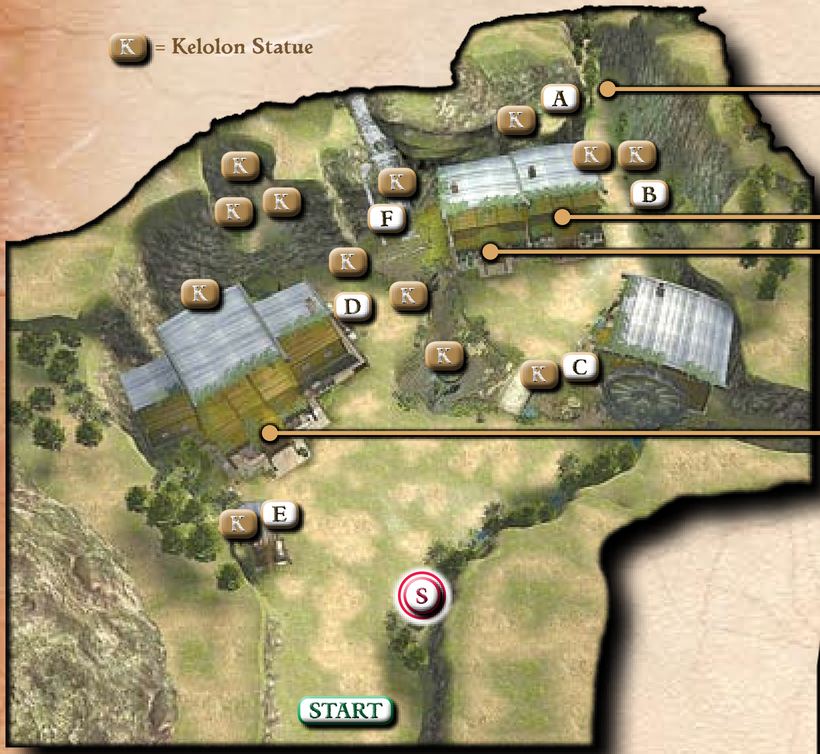
DISC 2 | CHAPTER 2-2

MOUNTAIN VILLAGE TOSCA

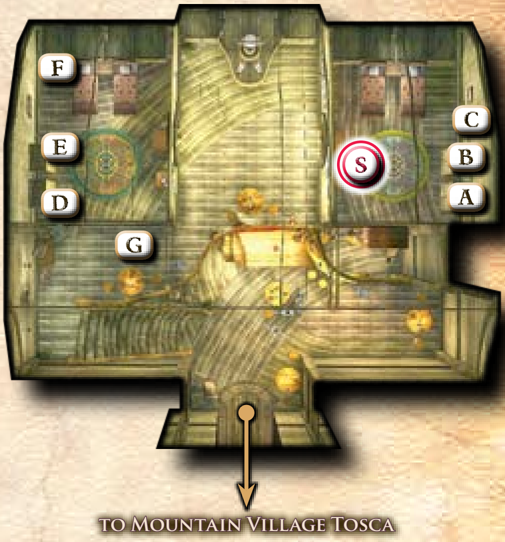
KAIM LEFT QUITE AN IMPRESSION THE LAST TIME HE WAS IN TOSCA—HALF A CENTURY LATER, HE'S STILL THE TALK OF THE TOWN. BUT WHILE KAIM'S FAME WILL OPEN DOORS FOR YOUR PARTY, HIS TRIUMPHANT HOMECOMING WILL DREDGE UP SOME PAINFUL MEMORIES AS WELL.

MOUNTAIN VILLAGE TOSCA

K = Kelolon Statue


A
K
K
K
B
K
K
K
K
F
K
D
K
K
K
C
K
E
S
START
TO WORLD MAP
OLD MAN BOSSO'S HOUSE
DEENO FAMILY HOUSE
TOLTY'S INN

TOLTY'S INN

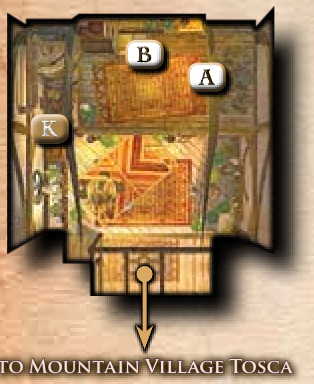

F
E
D
C
B
A
S
G
TO MOUNTAIN VILLAGE TOSCA

A. 500G
B. Healing Tank
C. 500G
D. Seed
E. Dark Crystal Staff and Dark Crystal Ring*
F. Medusa Head*

*Treasure-hunting hint required

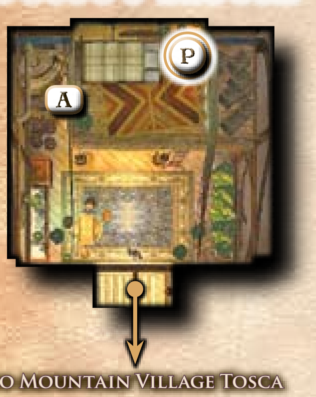
A. Seed
B. Aquara Bomb
C. Magic-Sealing Feather
D. Seed
E. Cure-All
F. Slot Seed
G. Mysterious Perfume

DEENO FAMILY HOUSE



A. Seed
B. Flara Bomb

OLD MAN BOSSO'S HOUSE



A. Seed of Terror x4

1

HUNTING FOR BURIED TREASURE

When Kaim crosses the bridge to the northern part of town, a villager will hand over the *Magic-Powered Locator Lv1*, and give Kaim a clue to the first treasure. Now that you have a clue, you'll see a glowing spot in the southwest corner of your automap. The clue suggests the treasure is in a high place, so climb the watchtower and press the A button to search at the top; you'll turn up a Dark Crystal Staff (which only Jansen can equip) and a Dark Crystal Ring that holds a variety of interesting enhancements.

Curious Telt

He gave this to me as a keepsake. It's really valuable to us, but it's what you used to protect our village, right? So here, Kaim, I want to return it to you!

Dark Crystal Staff
Dark Crystal Ring obtained.

2

CATCH UP WITH OLD FRIENDS AT THE INN

Kaim is a legend in this town, and you can piece together the reasons why by talking to the townsfolk. When you stay the night at Tolty's Inn, Tolty himself will comp Kaim's drinks and tell him the quickest path to Gohtza—through a deadly cave sealed off by a powerful evil sorceress, naturally. When you loot the inn the next morning, don't miss the Slot Seed in the corner, and all the items hidden behind the framed pictures. You'll also find that a merchant has set up shop in the room across from Kaim's. Additionally, the ringmaker is hanging out in the upper floor, but he isn't offering any new combinations.

Innkeeper Tolty

Hey, Kaim! I heard you were back!

2
Navigation

2 Mysterious Perfume(s) obtained.

3 HIDDEN TREASURES IN KAIM'S DREAMS

Kaim can unlock two more dreams in Tosca. The first, titled "*The Bread of Grandma Coto,*" will trigger when you talk to the couple just north of the entrance (but only if you've already stayed in the inn). The next, "*The Hero,*" is only a few steps away, past the bridge and just to the right. The interesting thing about "The Hero" is that it contains a treasure-hunting hint, which will point you to a hidden cave right here in Tosca. Hop across the river to reach the small pier, then dig up a Medusa's Head in the small cavern behind the waterfall.

3

3

Medusa's Head obtained.

3

4 PAY YOUR RESPECTS TO THE KELOLON

As you may have noticed, the people of Tosca Village are just crazy for Kelolons. There is a total of 16 Kelolon statues in town, and if you can lay a wreath on each one within five minutes, you'll win a number of valuable prizes. The statues aren't terribly hard to find; there's one in each building, one in the cave behind the waterfall, and at least one at the top of each of the three ladders in town. The catch is that the townsfolk are blocking three of them for most of the five minutes. Start by paying your respects to the 13 that are easily accessible, then run to the watchtower, where the man blocking the ladder will move aside with around two minutes on the clock. Then the girls blocking the Deeno family house will move, allowing you to reach the statue on the Deeno family's bookcase. The man blocking the ladder at the north end of the town won't move until there are only around 20 seconds left—that's just enough time to shimmy up the ladder and reach it—but you must make this your final statue.

4

The prizes are pretty fantastic; depending on your performance, you'll earn **3 Kelolon Hearts**, *a* **Slot Seed**, *a* **Seal Blocker** *accessory and, if you get a perfect 16, the Spirit-Magic* **Gamble** *spell.*

SHOP DETAILS

PIPPO'S GENERAL STORE

ITEMS

ITEM	PRICE
HEALING MEDICINE	40G
HEALING HERB	120G
MANA HERB	60G
MANA CAPSULE	180G
EYE DROPS	20G
SMELLING SALTS	35G
BRAVE FRUIT	40G
SEAL CLEAR	40G
STONE BEAST'S THORN	50G
ANGEL'S PLUME	150G
FLARE BOMB	100G
AQUA BOMB	100G
WIND BOMB	100G
GROUND BOMB	100G

WEAPONS

WEAPON	POWER	PRICE
KILLING CUTLASS	44	1200
BLACK POLE	17	1400
QUARTER STAFF	17	1270
BATTLE DISCUS	26	1380

ACCESSORIES

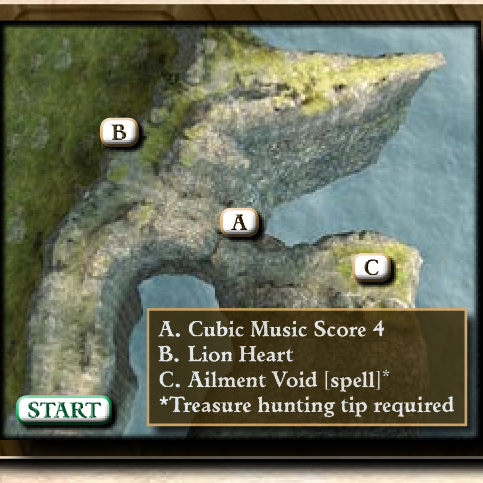
ACCESSORY	ENHANCEMENT	PRICE
COMBAT TEACHINGS	COUNTER	700G
ADEPT EARRINGS	LV3 BLACK-WHITE MAGIC	750G
LIGHT LENS	ANTI-BLIND	410G
KELOLON EARRINGS	ANTI-KELOLON	550G
STABILIZER	ANTI-DIZZY	520G
EASTERN SPIRIT BAND	LV1 SPIRIT MAGIC	300G

COMPONENTS

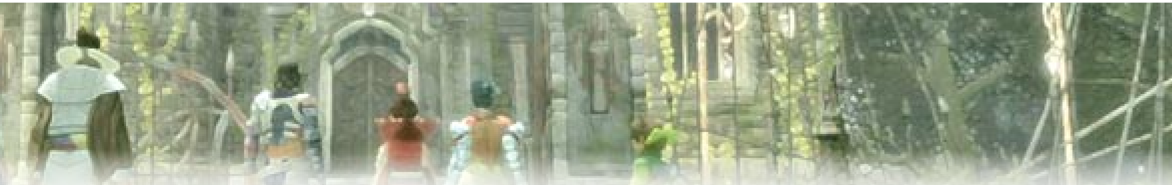
COMPONENT	USED IN RING	PRICE
MAGMA FRAGMENT	FLAME	30G
COLD WATER STONE	AQUA	30G
WIND SEAL LEAF	WIND	30G
QUALITY IRON SAND	EARTH	30G
BEAST'S HORN	BEAST	35G
JUNK PARTS	JAMMING	50G
INSECT INNARDS	BIO	25G
SHARP BEAK	AIM	40G
HARD SKIN	PIERCING	20G
EASTERN RED ORE	SPIRIT	50G
POISON OIL	POISON	80G
PARAWEED THORN	NUMBING	75G
MAGIC-LURING STONE	OSMOSIS	50G
STICKY TAPE	POISON, ANGER	20G
BLOOD SUCKING NEEDLE	DRAINING	50G
WHETSTONE	BRUISER, AIM, ETC.	15G

A QUICK VISIT TO THE NORTHERN CAPE

WHEN YOU LEAVE TOSCA TO THE NORTH, YOU'LL FIND THE OLD SORCERESS' MANSION HIGHLIGHTED ON YOUR WORLD MAP. BUT DON'T MISS THE FACT THAT A SECOND LOCATION HAS BEEN UNLOCKED—THE NORTHERN CAPE THAT KAIM HAS VISITED SO MANY TIMES IN HIS DREAMS. THE NORTHERN CAPE IS A SMALL AREA, BUT OFFERS TWO VALUABLE TREASURES: *CUBIC MUSIC SCORE 4* AND THE *LION HEART* ACCESSORY.



A. Cubic Music Score 4
B. Lion Heart
C. Ailment Void [spell]*
*Treasure hunting tip required

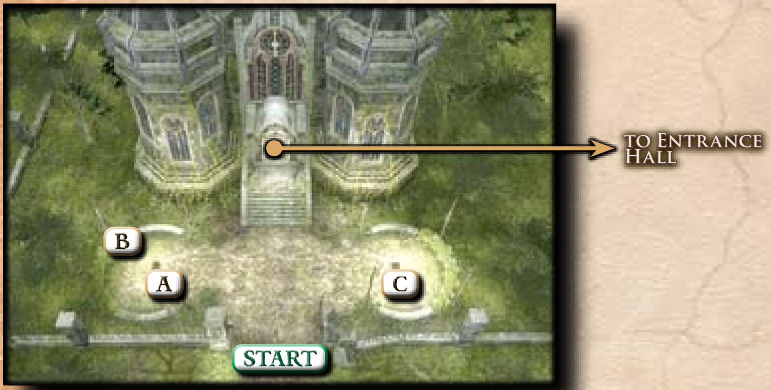


DISC 2 | CHAPTER 2-3

OLD SORCERESS MANSION

THE OLD SORCERESS MAY BE SQUATTING IN KAIM'S FORMER HOME, BUT KAIM ISN'T HOLDING ANY GRUDGES ABOUT THAT. HOWEVER, KAIM NEEDS THE CAVE TO GOHTZA UNSEALED IMMEDIATELY, AND IF THE OLD SORCERESS WON'T OBLIGE HIM, HE ISN'T GOING TO BE SO FORGIVING.

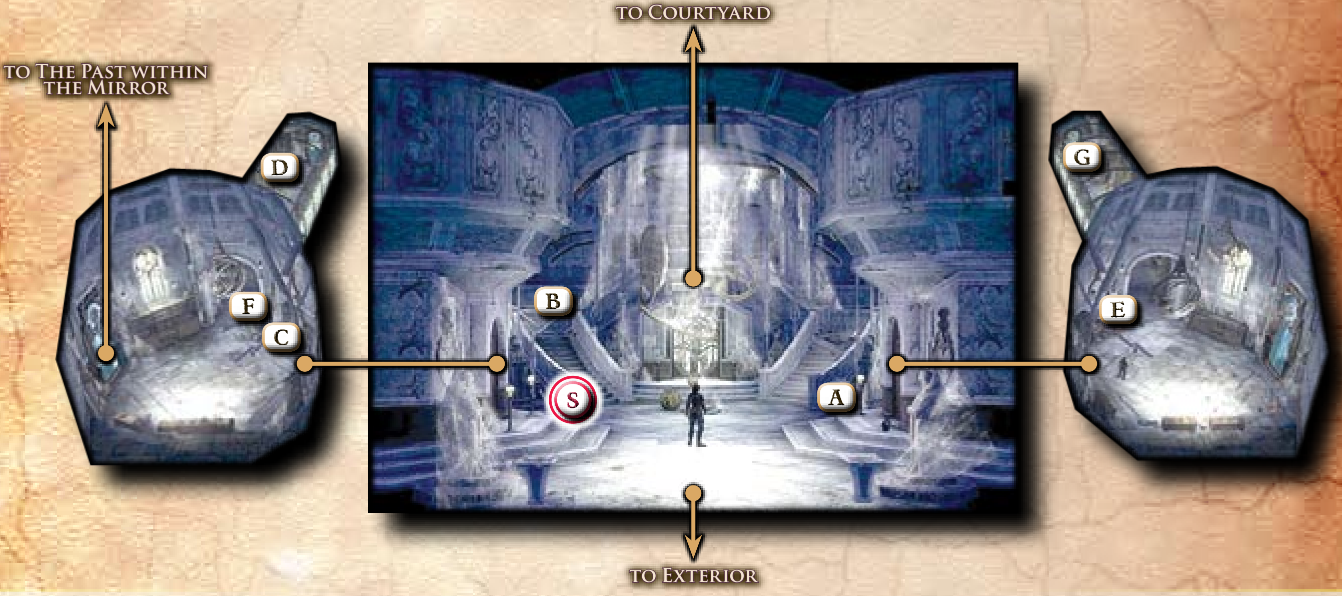
EXTERIOR


TO ENTRANCE HALL
B
A
C
START

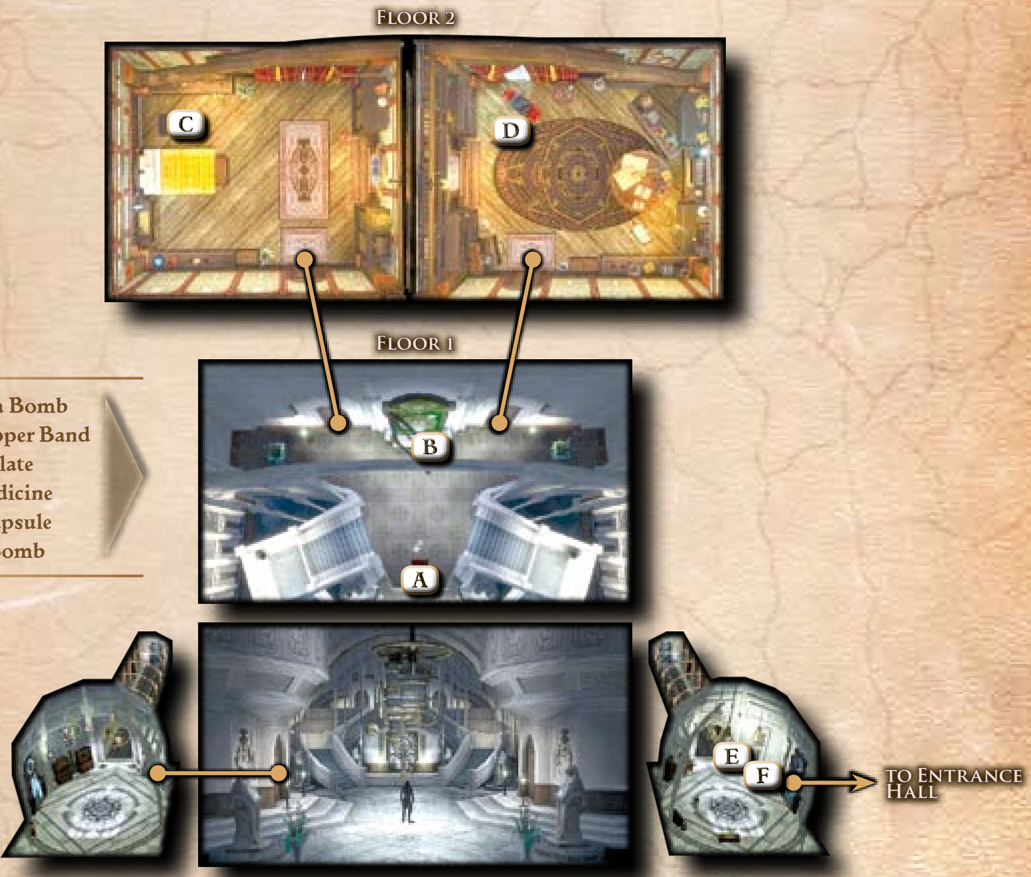
A. Soul Medicine
B. Virus [spell]*
C. Master Earrings**
*Requires treasure-hunting hint
**Requires Sunderch Glasses

ENTRANCE HALL

A. Poem Fragment A
B. Cure-All
C. Poem Fragment B
D. Large Mirror Jewel
E. Black Pearl Powder x4
F. Celestial Plate
G. Poem Fragment C


TO COURTYARD
TO THE PAST WITHIN THE MIRROR
D
F
C
B
S
A
G
E
TO EXTERIOR

THE PAST WITHIN THE MIRROR

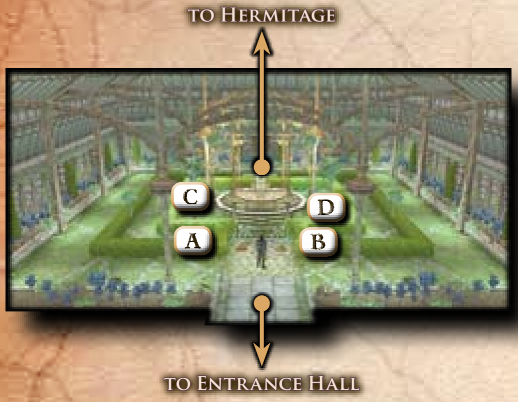

FLOOR 2
C
D
FLOOR 1
B
A
E
F
TO ENTRANCE HALL

- A. Grounda Bomb
- B. Red-Copper Band
- C. Wheat Plate
- D. Soul Medicine
- E. Mana Capsule
- F. Winda Bomb

COURTYARD

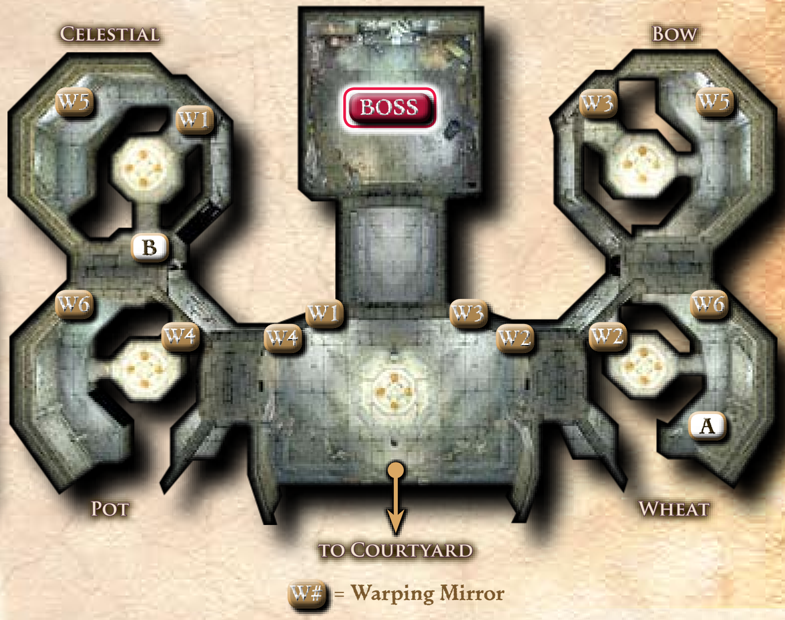
- A. Bow-Plate
- B. Cure-All
- C. Poem Fragment D
- D. Blazing Fire Amulet*

*Treasure-hunting clue required


TO HERMITAGE
C
D
A
B
TO ENTRANCE HALL

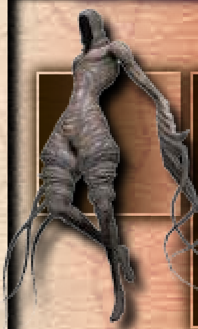
HERMITAGE

- A. Goddess Medicine
- B. Lost [spell]


CELESTIAL
BOSS
BOW
W5
W1
W3
W5
B
W6
W4
W4
W1
W3
W2
W2
W6
A
POT
WHEAT
TO COURTYARD
W# = Warping Mirror

ENEMIES IN THE MANSION

Tempter



HP:	550
Type:	Magic
Element:	None
—	—
Steals:	Waterfall Cluster
	—
Drops:	Cold Water Stone
	Mysterious Perfume
	—
	—

Unidentified Life Form

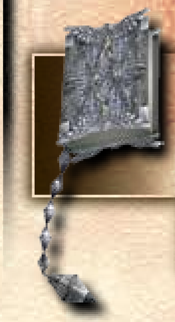
HP:	510
Type:	Magic
Element:	None
—	—
Steals:	Sun Crystal
	—
Drops:	Magma Fragment
	Black Pearl Powder
	—
	—

IN THE COURTYARD

Soul Armor

HP:	350
Type:	Magic
Element:	None
—	—
Steals:	Frontier Siderite
	—
Drops:	Quality Iron Sand
	Seed of Terror
	—
	—

Ageless One



HP:	440
Type:	Magic
Element:	None
—	—
Steals:	Gale Wing
	—
Drops:	Wind Seal Leaf
	Sticky Tape
	Whetstone
	—

The Mansion's Deadly Denizens

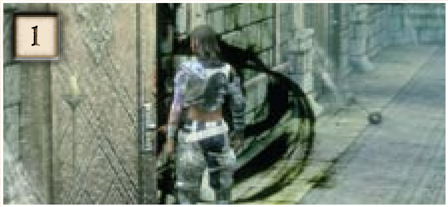
You'll face an extremely difficult batch of foes in this area, as many have powerful immunities that will force you to plan each battle carefully. For example, the Unidentified Life Forms are immune to elemental damage, so if you attack with an elemental spell or a ring with any sort of elemental enhancement, they'll shrug off 100% of the damage. Fortunately, you do have access to nonelemental spells: the Black-Magic Force spell and the Spirit-Magic Gamble spell. You can also deal nonelemental ring damage with rings that have the Magic Killer enhancement, such as the Demon Warrior Ring and standard Magic Rings (but *not* the Dark Crystal Ring, which also contains an elemental enhancement). It's a good idea to keep your immortals equipped with spell-casting abilities, since the Soul Armor foes in the Courtyard have the opposite immunity—they're immune to physical damage.

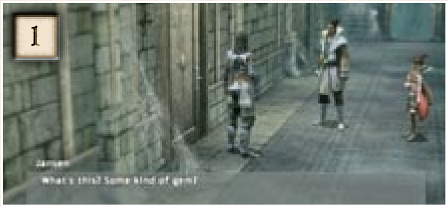
Unidentified Life Forms are masters of status ailments, causing Terror, Petrification, and blinding the whole party with Shine spells. Equip the relevant Anti- skills if you have them, and eliminate the Unidentified Life Forms first whenever possible.

Composite Magic allows you to combine the effects of low-level spells and extend the range of spells to target all foes. Composite spells like All-Flare are quite a bit stronger than good ol' Prism.

1 The Shadows behind the Doors

In the west hallway you'll find a mirror with a gem-shaped indentation, and a row of three doors that trigger enemy encounters when opened. The one in the middle is no less haunted than the other two, but after the monsters are cleared you'll find a Large Mirror Jewel sparkling on the floor. Take that to the big mirror in the room to the south, and you'll activate a magical portal to the past.





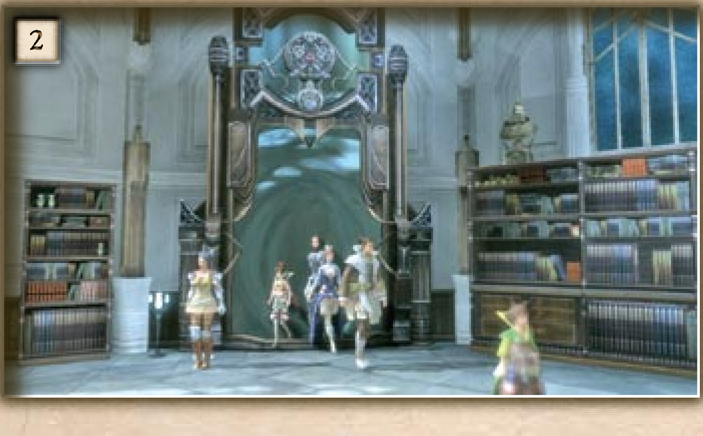
Jansen

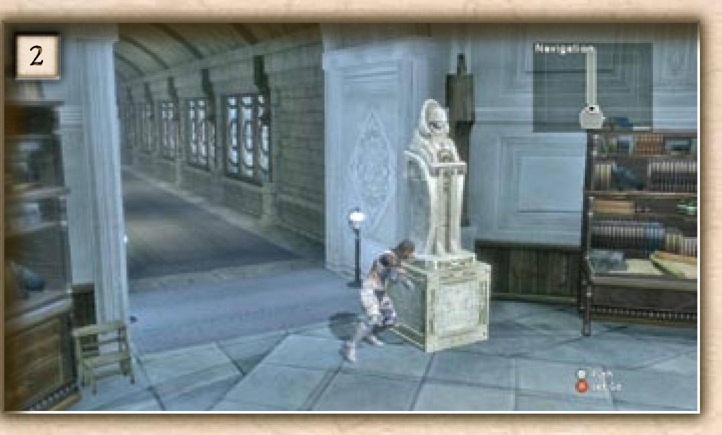
What's this? Some kind of gem!

2

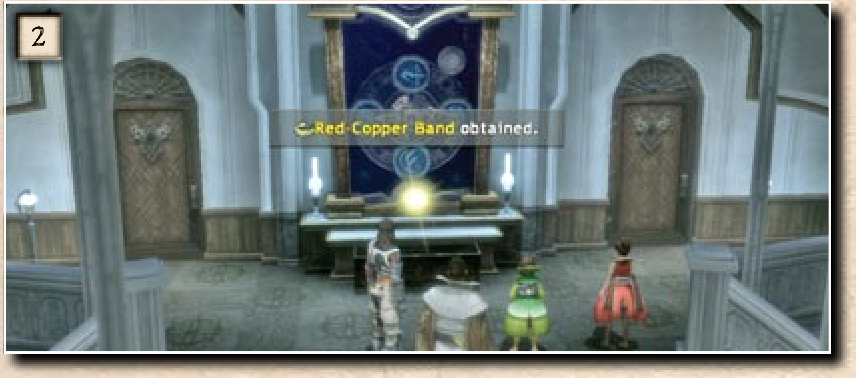
The World beyond the Mirror

The mansion of the past is in much better shape than the mansion of the present. The statue that will eventually collapse and block the treasure chest is still intact in this time, so grab it and shove it off to the side, opening a path to that chest in the present.





Next visit this time period's entranceway, where the stairs to the second floor are not yet blocked. Head upstairs, where you'll see a strange wheel with four symbols on it. Pay very close attention to the symbols and their order—you'll be seeing a lot of them in the future. Spin the wheel so the arrow is pointing to the pot (the one on the right). That should unlock the second-story doors and open a chest that reveals a Red-Copper Band accessory.

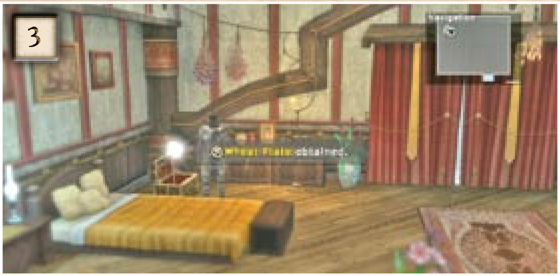


Red-Copper Band obtained.

3

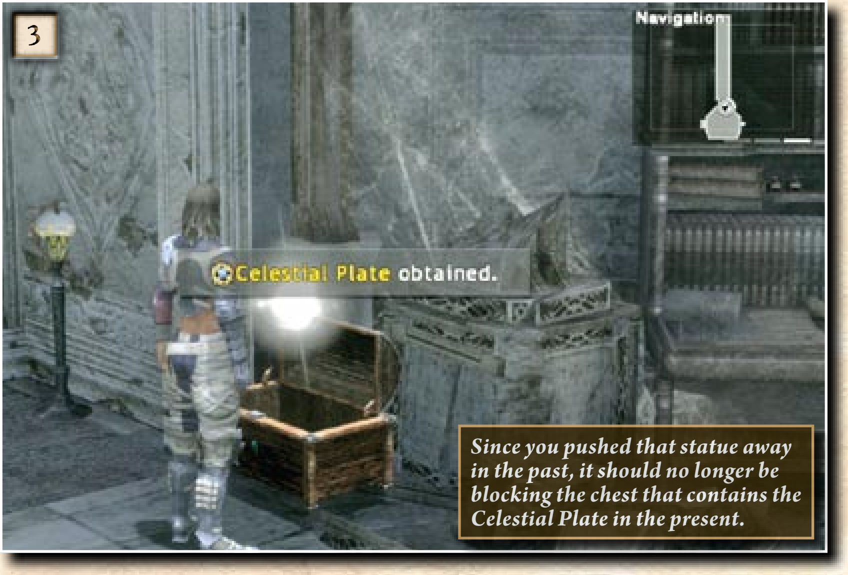
Assemble the Symbol Plates

In each of the second-story rooms, Kaim will trigger a lost memory and discover a single treasure. The room on the left contains the Wheat Plate, the first of the four symbols you saw in the wheel outside.



Wheat Plate obtained.

That's the only plate you can find in the past, so you need to return to the present. Go back to the room that contains the statue and the big mirror, and head down the long hallway. The mirror at the end of the hall will take you to the east side of the mansion, where you'll find a few searchable pots and another large mirror; the mirror will warp you to the crumbling mansion of your own time.



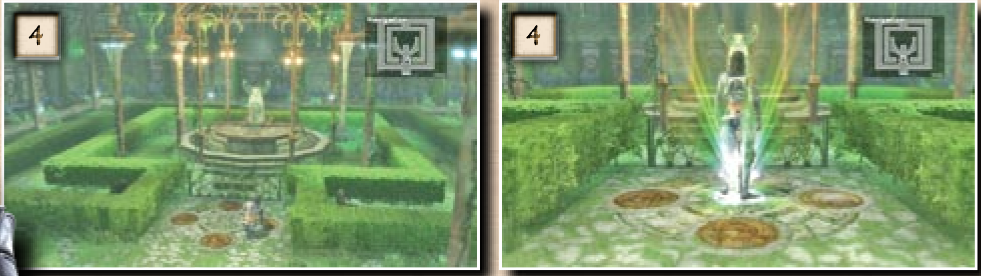
Celestial Plate obtained.

Since you pushed that statue away in the past, it should no longer be blocking the chest that contains the Celestial Plate in the present.

4

SET THE PLATES IN THE COURTYARD

The mansion's courtyard is accessible through the present-time entranceway. There you'll find some challenging new enemies, as well as the final two plates (one is in a chest, and the other is already set in the diagram near the locked gate). When you have all the plates, set them into the holes outside the gate so they're in the same order they were in the wheel in the Past. Note that everything will be offset by 90 degrees this time, since the arrow etched into the stone is now pointing straight ahead.

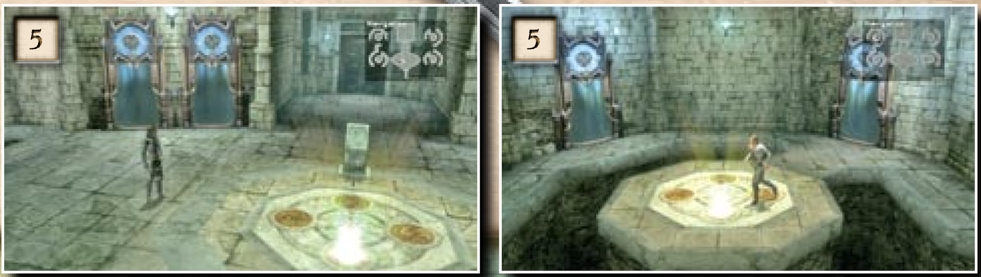


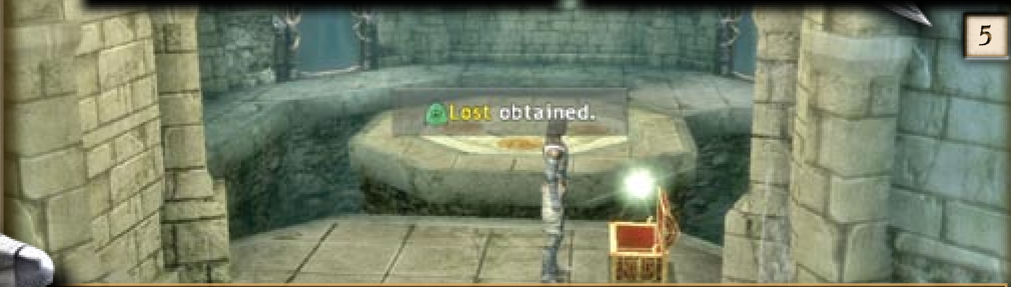
Place the Pot Plate to the north, the Wheat Plate to the east, the Celestial Plate to the south, and the Bow Plate to the west. The gate will then open, allowing you to collect the final Poem Fragment and enter the Sorceress' Hermitage.

5

NAVIGATE THE SORCERESS' HERMITAGE

The courtyard staircase leads to the sorceress' secret hermitage, where yet another puzzle awaits. After you read the obelisk, one of the plates in the diagram behind you will light up. You will then have to use the warping mirrors to find which of the diagrams in the four corners of the hermitage has the same plate lit. When you find the correct one, step on it then return to the entrance, where a new plate will be lit. When you've stepped on all four plates in the designated order, the obelisk will shatter and the door to the sorceress's inner sanctum will open.





Lost obtained.

In the northeast section of the map, pull the lever along the western wall to raise a block along the eastern wall. That will allow you to take warps 5 and 6 to reach the chests that contain the Goddess Medicine and Lost spell.

[BOSS] OLD SORCERESS

Quick Tips

Suggested Party Level	Any
Recommended Ring	Demon Warrior Ring Magic Ring
Recommended Skills	Combo (Mack) Lv3 Black-White Magic (Adept Earrings) Lv2 Spirit Magic (Bronze Spirit Band)

Stats

Bodies of Thought

HP:	1,550
Type:	Magic
Element:	Varied*
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

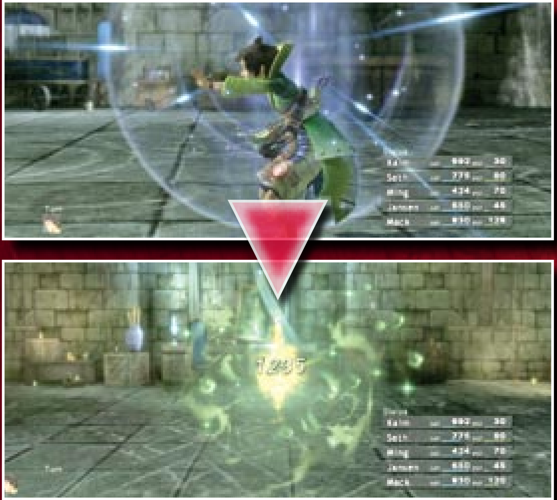
* Element type gets shuffled during battle

Boss Prep

There's no save spot before the boss, so you may want to backtrack into the mansion to save before you approach the Old Sorceress. There's no healing spot, either, but you won't need one—this boss will make virtually no effort to hurt you. Spellcasters will be most valuable here, particularly those who can cast level-3 Black Magic and level-2 Spirit Magic. The ideal Spirit Magic spell here is Gamble, which is the prize for finding all 16 Kelolon statues in Tosca.

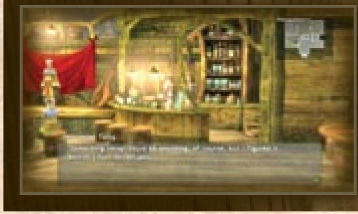
Boss Tactics

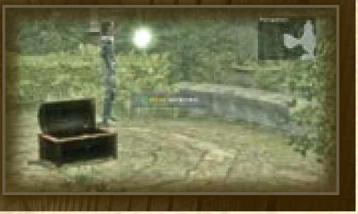
The Bodies of Thought focus their attacks not on you, but on the Old Sorceress. There's no way to heal her, and if she dies the battle is lost. Each Body of Thought has its own element, and it's tempting to strike each one with the element that trumps it. But you never know when the Old Sorceress will scream, which shuffles the element types of all of the Bodies of Thought, potentially causing the spells you've been preparing to heal their targets instead of harming them. Make things easy on yourself by using only attacks that have no elemental type, such as Powera-enhanced physical attacks (ideally with the Combo skill) and the Force and Gamble spells.



Treasure-Hunting Roundup

Don't rush off to the Black Cave quite yet—now that you've completed the Old Sorceress' Mansion, you'll find several things have changed back in Tosca. First head to the inn, where innkeeper Tolty will give you a treasure-hunting tip that will point you right back to the front yard of the Old Sorceress' Mansion, where the *Virus* spell is hidden. On the upper floor of the inn, Kaim will chance to overhear a conversation that triggers both the dream "*So Long, Friend*" and a tip that will take you back to the Northern Cape, where the *Ailment Void* spell has been hidden. Finally, speak to Deeno in his Tosca home, and he'll give you a tip about a treasure in the Black Cave itself.



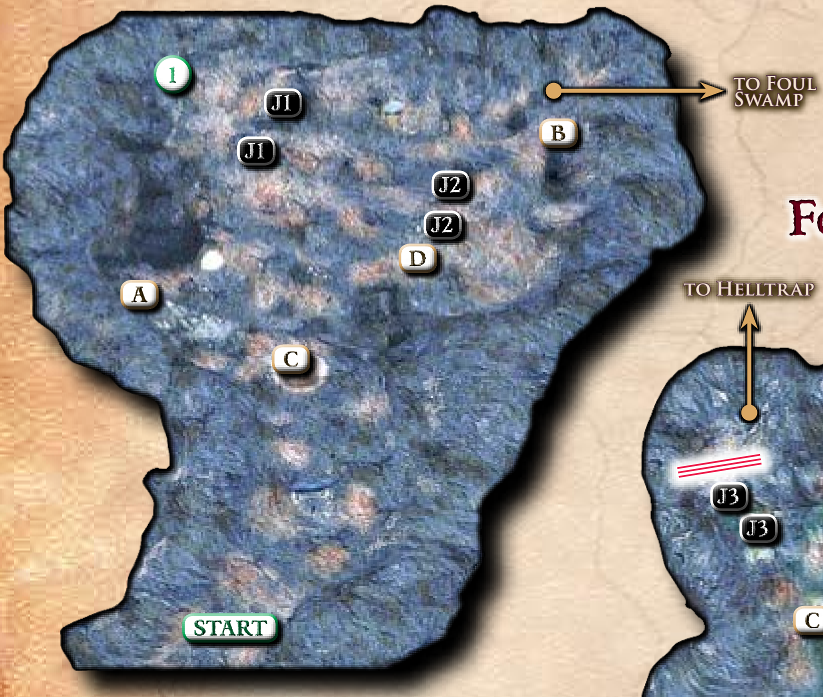


DISC 2 | CHAPTER 2-4

THE BLACK CAVE

IN THE OLDEN DAYS, THE BLACK CAVE WAS A QUICK AND SAFE PATH BETWEEN THE VILLAGE OF TOSCA AND THE GOHTZAN CITY OF SAMAN. BUT WITH GOHTZA THREATENING WAR, SARAH HAD THE BLACK CAVE SEALED, INADVERTENTLY TRANSFORMING IT INTO A SANCTUARY FOR DANGEROUS BEASTS.

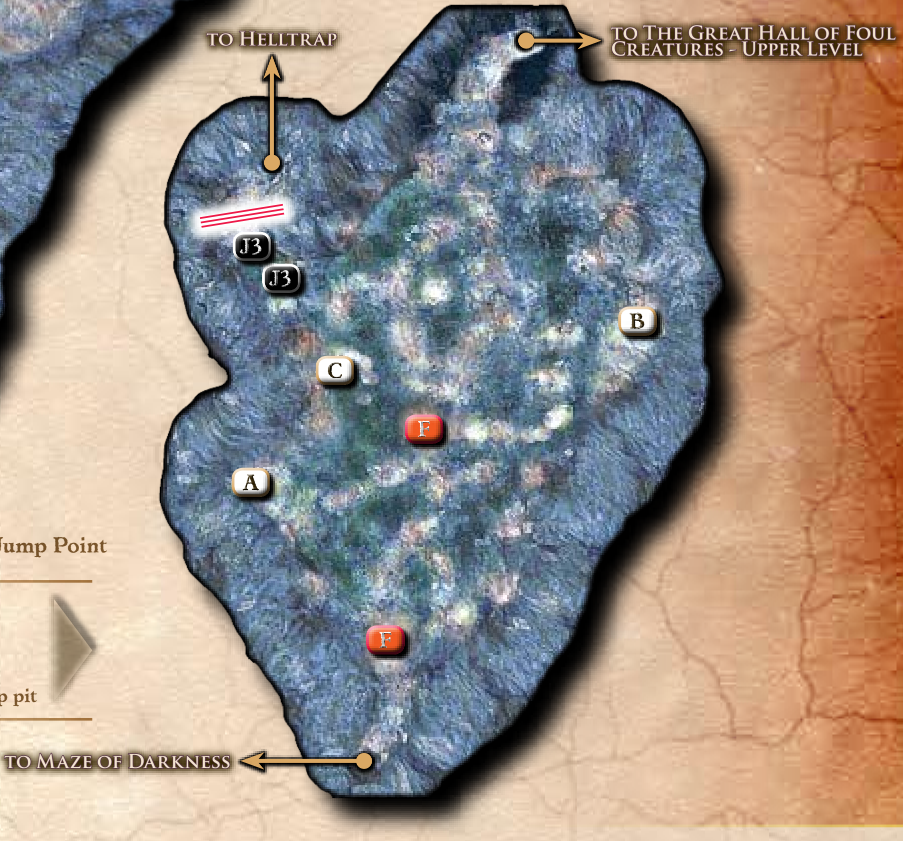
MAZE OF DARKNESS


1
J1
J1
J2
J2
B
D
A
C
START
TO FOUL SWAMP

J# = Jump Point

A. Goddess Medicine
B. Stone Beast's Thorn
C. Giant Feeler x3
D. Seed

FOUL SWAMP

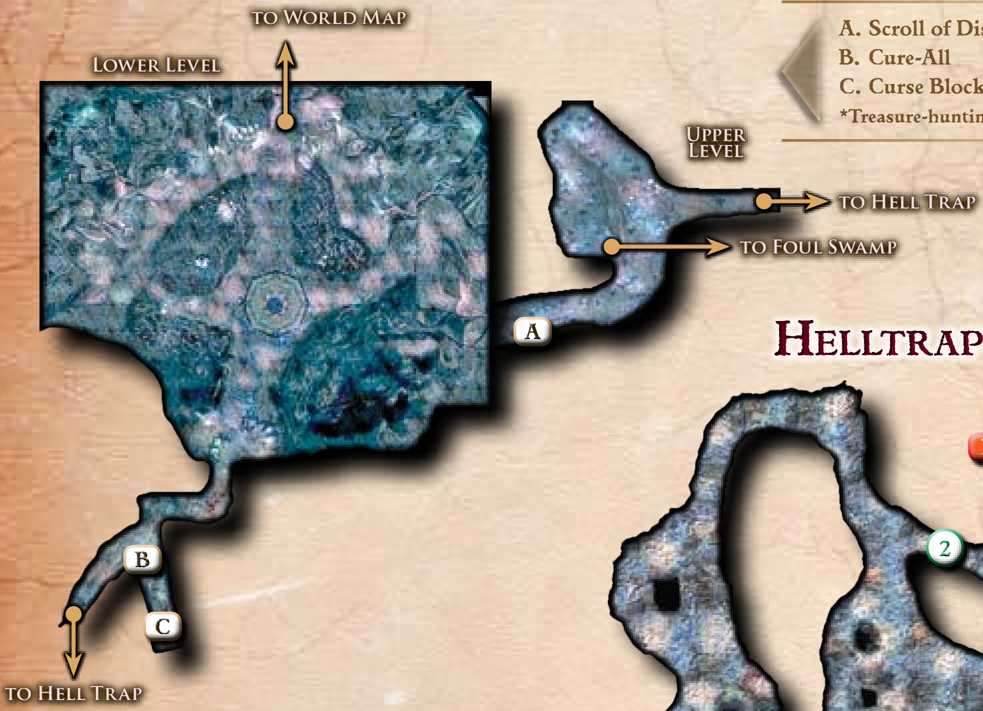

TO HELLTRAP
TO THE GREAT HALL OF FOUL CREATURES - UPPER LEVEL
J3
J3
B
C
F
A
F
TO MAZE OF DARKNESS

F = Firefly Nest J# = Jump Point

A. 500G
B. Power Drink
C. Soul Medicine*

*Accessible only from Helltrap pit

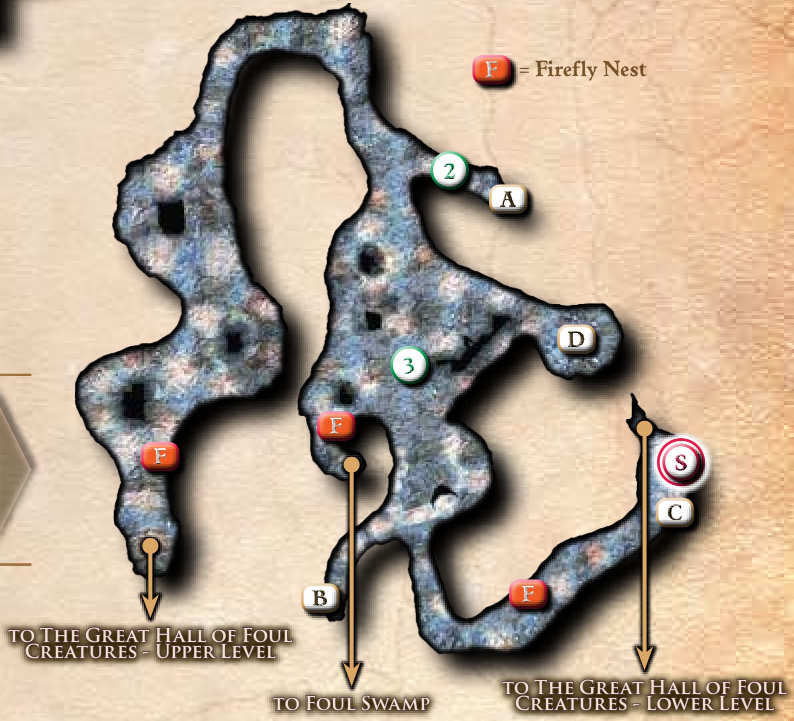
THE GREAT HALL OF FOUL CREATURES


TO WORLD MAP
LOWER LEVEL
UPPER LEVEL
TO HELL TRAP
TO FOUL SWAMP
A
B
C
TO HELL TRAP

A. Scroll of Dissection
B. Cure-All
C. Curse Blocker*
*Treasure-hunting clue required

HELLTRAP

F = Firefly Nest

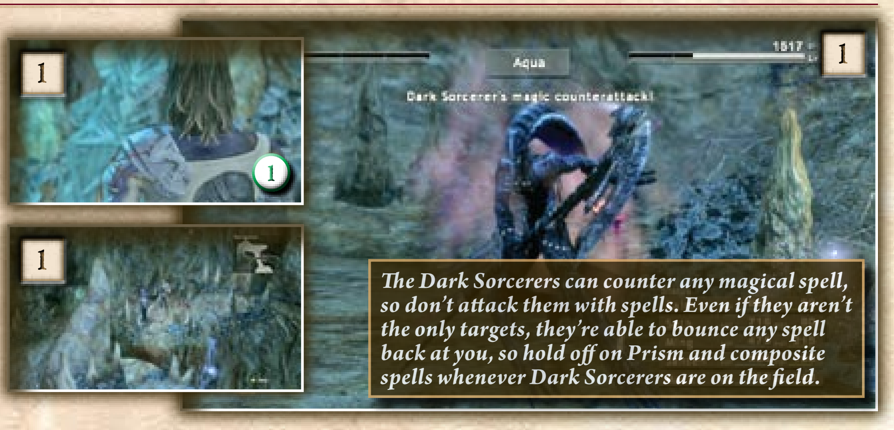

2
A
3
D
F
F
S
C
F
B
TO THE GREAT HALL OF FOUL CREATURES - UPPER LEVEL
TO FOUL SWAMP
TO THE GREAT HALL OF FOUL CREATURES - LOWER LEVEL

A. Refresha [spell]
B. Blinding Powder
C. Seed
D. Master Sword and Master Ring*
*Tolten required

1

NAVIGATING THE MAZE OF DARKNESS

Feeling your way through the Maze of Darkness isn't as difficult as it seems. First make your way to point 1, where the body of a fallen soldier will trigger a dream titled "*The Tragedy of the Butcher General*." From there you can head south or east to collect minor treasures, or proceed to the ledge marked J1, where you can jump across a gap to land atop one of the natural cave walls. You'll find two more treasures on this upper level (to reach the Seed, you'll have to jump again at point J2), as well as the entrance to the Foul Swamp area.


1
1
1
1
Aqua
1517

Dark Sorcerer's magic counterattack!

The Dark Sorcerers can counter any magical spell, so don't attack them with spells. Even if they aren't the only targets, they're able to bounce any spell back at you, so hold off on Prism and composite spells whenever Dark Sorcerers are on the field.

ENEMIES

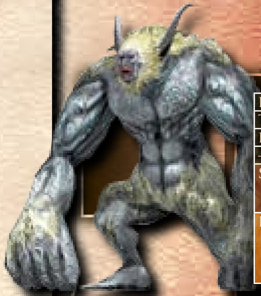
Nightflier

HP:	220
Type:	Aerial
Element:	Wind
—	—
Steals:	Gale Wing
	—
Drops:	Sticky Tape
	Sharp Beak
	Blinding Powder
	—

Dark Sorcerer

HP:	980
Type:	Magic
Element:	Fire
—	—
Steals:	Waterfall Cluster
	—
Drops:	Sticky Tape
	Mysterious Perfume
	—
	—

Zagan



HP:	1,200
Type:	Beast
Element:	Earth
—	—
Steals:	Frontier Siderite
	—
Drops:	Whetstone
	Beast's Horn
	Seed of Terror
	—

Ide

HP:	1,200
Type:	Spirit Magic
Element:	None
—	—
Steals:	Guardian Ore
	—
Drops:	Paraweed Thorn
	Black Pearl Powder
	Magic-Sealing Feather
	—

2

Making Friends in the Foul Swamp

Fireflies make their home in the Foul Swamp, and if you reach your hand into their glowing purple nests, one will be happy to accompany you on your journey. The firefly is a sturdy little bug, but it can't cross the violent wind tunnels that appear at certain points in the cave. If you lose a firefly to the wind, you can always find a firefly nest and recruit another one.

If you spend too long in the foul green water of the swamp, your entire party will begin to take damage. Fortunately, there isn't too much of a reason to wade in—the only item you'd need to get wet to reach is the chest at point C, which you can reach only by dropping onto it from above.

3

Cleave Nightfliers, Tolten-Style

The northwest exit from the swamp is blocked, so you can leave only via the northern path, to the upper floor of an area known as the Great Hall of Foul Creatures. Circle around its upper level, making sure to grab the Scroll of Dissection before heading east into a section of the cave lovingly known as the Helltrap. The scroll contains the Cut Down skill, the Guard Condition-reducing row attack that Tolten used against the mud creatures.

4

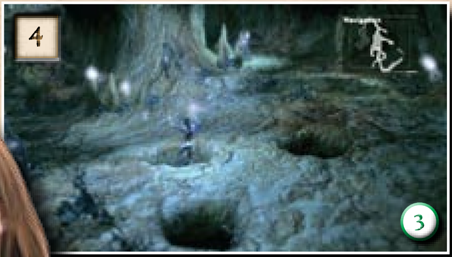
Tread Carefully through the Helltrap

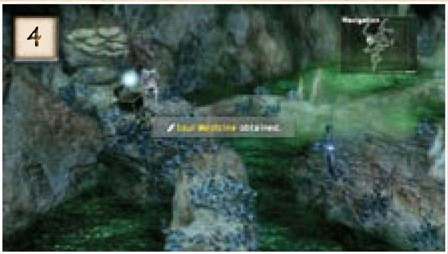
The Helltrap is full of dark pits that will drop you back down to the Foul Swamp, so you'll want to use the light of your firefly to maneuver carefully around them. At point 2, however, you may have to part ways with your bug—the Refresha spell is hidden in a chest past a wind tunnel.

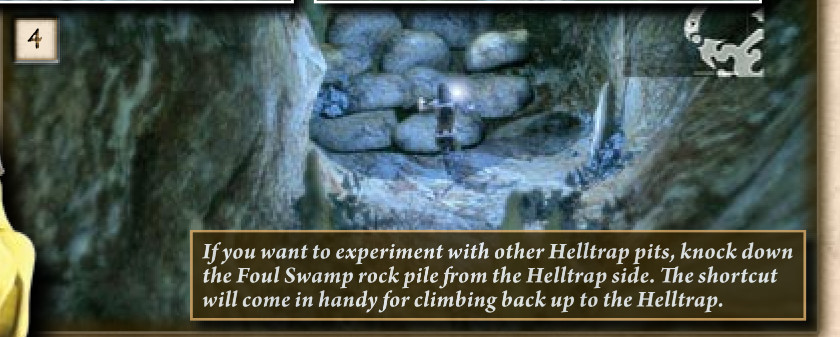
1
Navigation

1
Navigation
2

There are three pits at point 3, and if you jump into the upper-left one (as shown here) you'll land on the otherwise-unreachable island in the Foul Swamp. The chest contains a Soul Medicine; this is an awful lot of work for just a recovery item, but you'll need it if you're gunning for the Treasure Trove achievement.







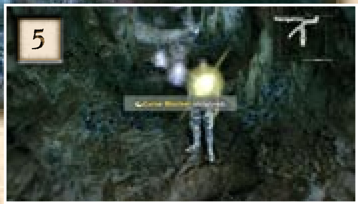
If you want to experiment with other Helltrap pits, knock down the Foul Swamp rock pile from the Helltrap side. The shortcut will come in handy for climbing back up to the Helltrap.

5

THE GREAT HALL OF FOUL CREATURES

They don't call it the Great Hall of Foul Creatures for nothing—when you kick the canister that blocks access to the central part of the map, hordes of powerful Rough Eaters will begin rampaging around the map. You'll need to find and slay three parties of them before their queen will appear—she's the one with glowing red eyes, and is represented by a red triangle on your Navigation Map. All of the Rough creatures are weak to Wind, so build a party focused around Wind-type rings and spells before you commence hunting the horde.

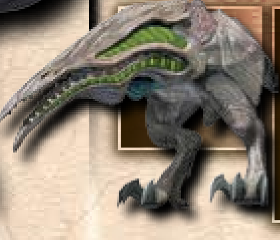
Navigation



If you got the treasure-hunting clue in Tosca before you came here, you'll find your treasure near the lower entrance to the Great Hall. The Curse Blocker could not have come at a better time—have one immortal learn Anti-Curse, equip it, and pass the Curse Blocker on to another character before you challenge the queen.

ENEMY

ROUGH EATER



HP:	1,360
TYPE:	ORGANIC
ELEMENT:	EARTH
—	—
STEALS:	—
	—
DROPS:	SHARP BEAK
	—
	—
	—

[BOSS] ROUGH QUEEN

Quick Tips

Suggested Party Level
27 or 28

Recommended Ring
Dark Crystal Ring
Wind-Powered Ring
Bio Ring Ultra

Recommended Skills
Anti-Curse (Curse Blocker)
Anti-Petrify (Medusa's Head)
Steal (Thief's Bracelet, Jansen)
Casting Support (Cooke)
Lv1 Composite Magic (Magic Research Report)
Counter (Mack)

Stats

Rough Servant

HP:	1,360
Type:	Organic
Element:	Earth
—	—
Steals:	—
	—
Drops:	Sharp Beak
	—
	—
	—

Rough Queen

HP:	1,560
Type:	Organic
Element:	Earth
—	—
Steals:	Slot Seed
	—
Drops:	Slot Seed
	—
	—
	—

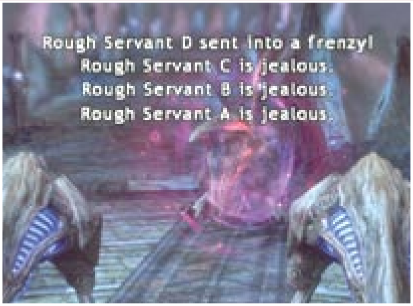
Boss Prep

The preparation for this one is pretty basic. Your targets will be Earth-type, so you want Wind-type rings. You also want a lot of Wind-type magic power, so a good team might include Kaim and Seth on the front line, Jansen casting Winda, and Cooke using Casting Support on Ming so she can cast All-Wind every turn.

Rough Eaters and Rough Servants cause the Curse ailment with their physical attacks, while the Rough Queen can instantly petrify anyone she bites, so equip your immortals with the relevant Anti- skills. Finally, Counter is a good way to get in some extra damage against the creatures (who use only physical attacks), and Steal is an absolute necessity since the Queen is carrying a Slot Seed.

Boss Tactics

The Rough Queen is quite skilled at manipulating her servants. When she targets one of them with her pheromones, it will gain the ability to use a Rush attack that could deal over 1,000 points of damage. However, when the Queen does this, all the other servants become jealous and focus their attacks on their former comrade. Still, the benefits of the distraction don't outweigh the risks of the pheromone strength boost, so you'll want to kill the Queen's champion as soon as possible. The Queen can use the Cry move to replace fallen servants, but that's all the more reason to kill them—it will keep her using Cry instead of her instant-Petrification Stone Hit attack.



Rough Servant D sent into a frenzy!
Rough Servant C is jealous.
Rough Servant B is jealous.
Rough Servant A is jealous.

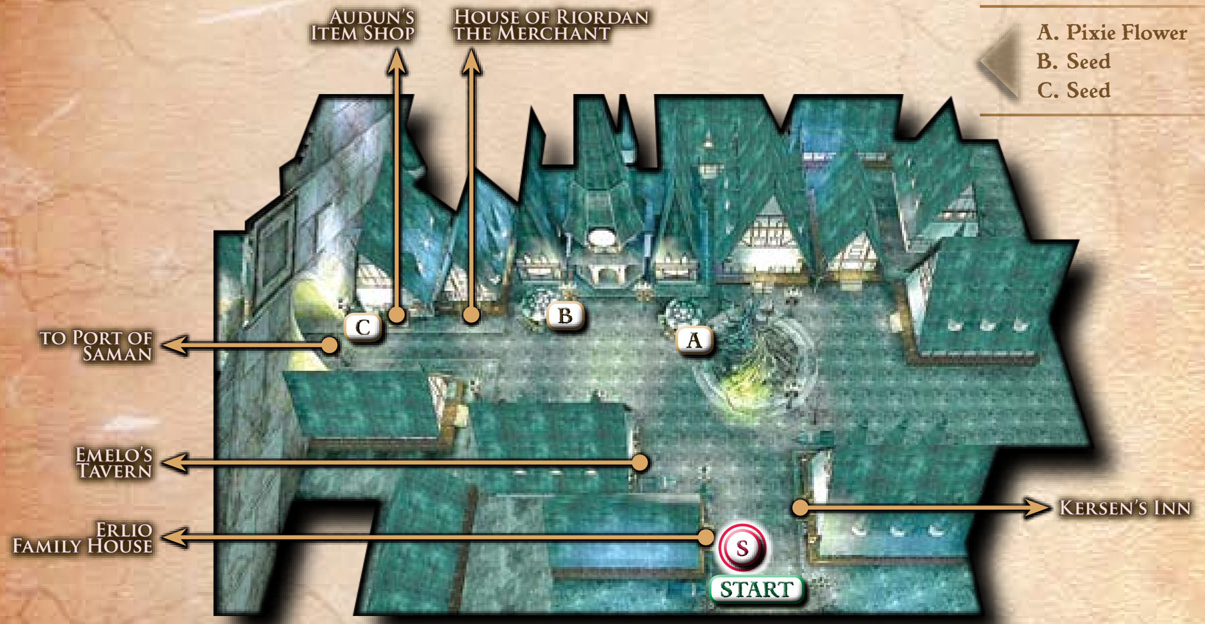
If you take the Queen to the brink of death without finishing her off, she'll flee on her next turn, and you'll need to chase her down. (She won't regain her lost HP for the second fight, but she will have a new crop of servants.) You can prevent this untimely escape by finishing her with a Winda spell instead of slowly whittling down her health with physical attacks, but you may not want to—if you fight her twice, you can steal her Slot Seed twice!

DISC 2 | CHAPTER 2-5

THE CITY OF SAMAN

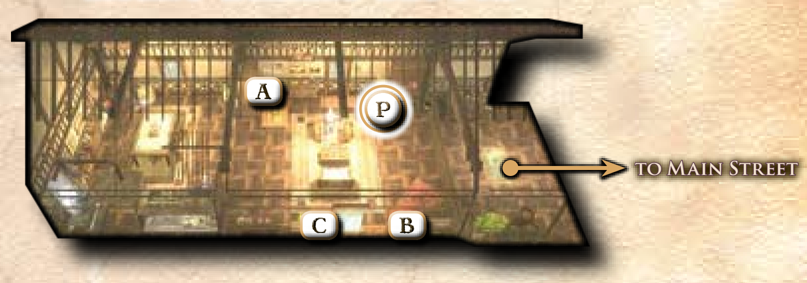
The Gohtzan City of Saman just ain't right. Many of the townsfolk have only a tenuous grasp on reality, and the town's infrastructure seems to be on the verge of collapse. But a few hardy sailors have managed to keep their wits about them and are planning a research expedition to the strange purple light on the horizon.

Main Street


Audun's Item Shop
House of Riordan the Merchant
C
B
A
To Port of Saman
Emelo's Tavern
Erlio Family House
Kersen's Inn
S
START

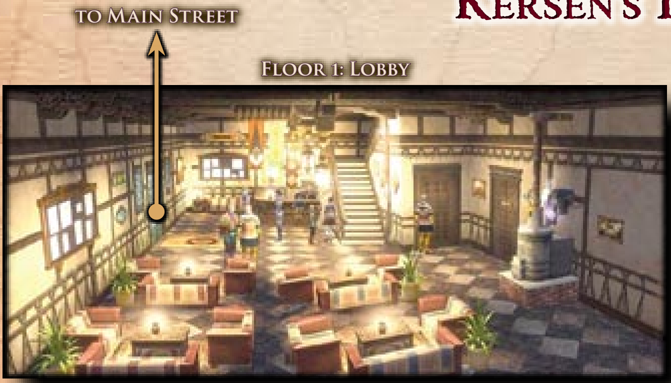
A. Pixie Flower
B. Seed
C. Seed

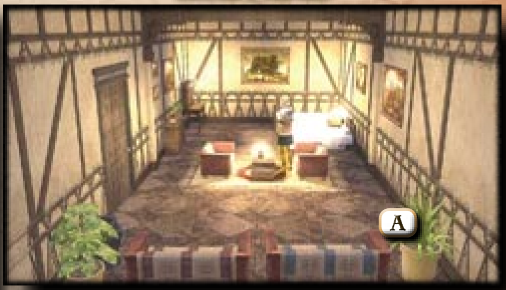
Erlio Family House

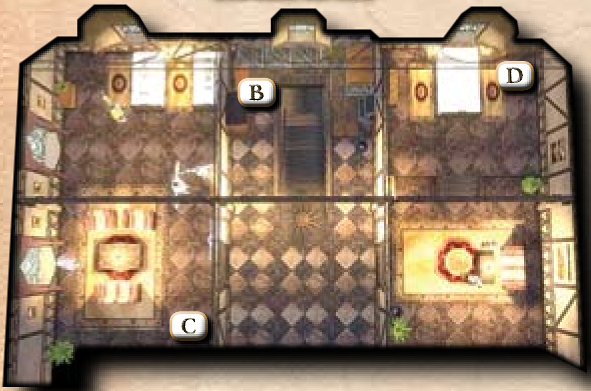

A
P
C
B
To Main Street

A. 500G
B. Seed
C. Antidote

KERSEN'S INN

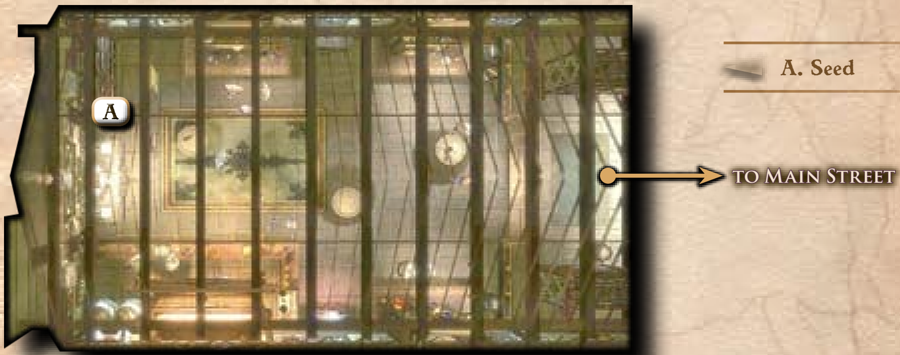

FLOOR 1: LOBBY
TO MAIN STREET


FLOOR 1: ROOM


FLOOR 2: ROOMS

A. Seed
B. Generator x6
C. Sticky Tape x5
D. Seed

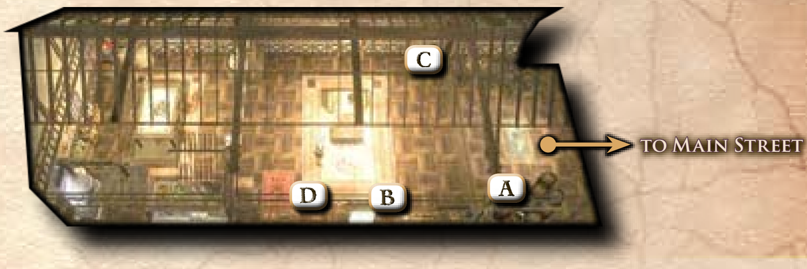
EMELO'S TAVERN


A
TO MAIN STREET

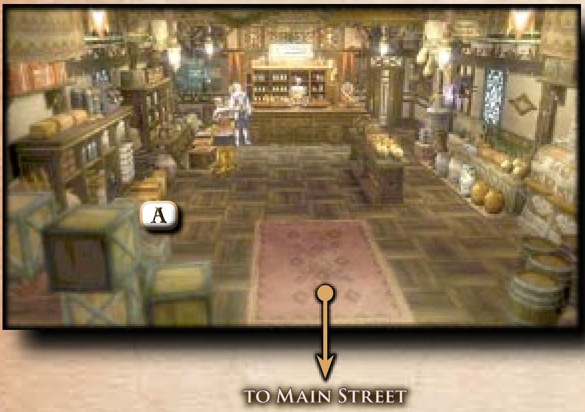
A. Seed

HOUSE OF RIORDAN THE MERCHANT

A. Slot Seed
B. Whetstone x3
C. 1,000G
D. Secret Ledger

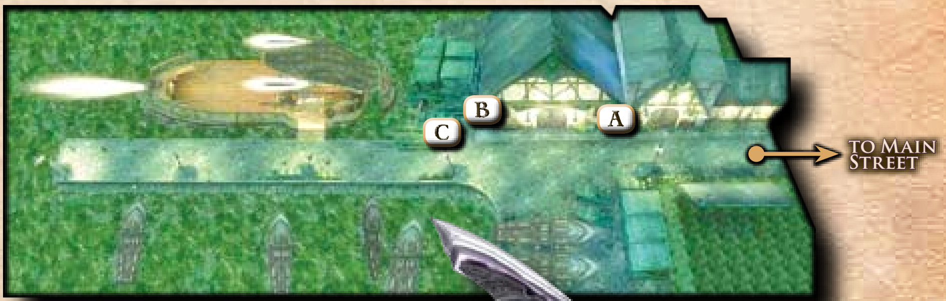

C
TO MAIN STREET
D
B
A

AUDUN'S ITEM SHOP



- A. Seed

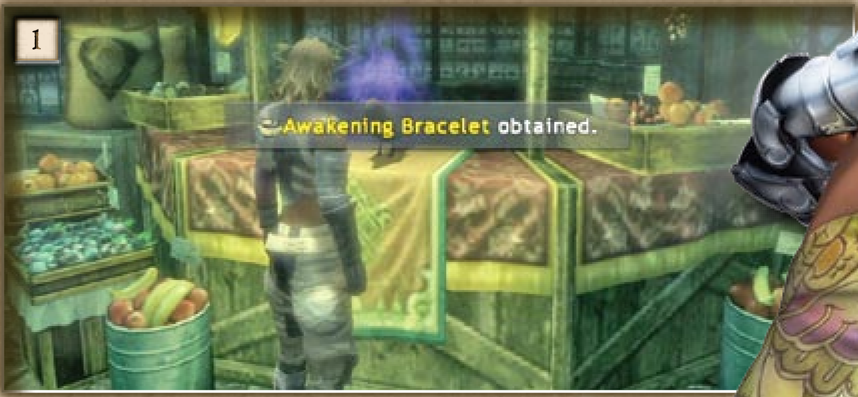
PORT OF SAMAN



- A. Beast Hide Rasp x3
- B. Pendulum x4
- C. 500G

1 A DOOZY OF A DEAL FROM DANDY THE CROW

Dandy the Crow has a street-corner stand where he sells random items for 50G a pop. Dandy's stock is mostly Mana Herbs and Healing Medicines, with a handful of Soul Medicines and Cure-Alls thrown in, but Dandy does have one great find—the *Awakening Bracelet*, an accessory with a skill that can give a character three extra skill slots. It's a don't-miss item, but it pops up so rarely that you may have to drop 50G at Dandy's stand a hundred times to get it. (Note that this is a limited-time offer, and if you don't take advantage of it during this trip to Saman, you'll never get another chance.) You can use one of your new slots for Magic Defense Boost 1, the excellent skill that you'll learn from the Pixie Flower accessory hidden in the pot by Dandy's cart.


1

Awakening Bracelet obtained.

SHOP DETAILS

Audun's Item Shop

Items

Item	Price
Healing Medicine	40G
Healing Herb	120G
Healing Tank	360G
Mana Herb	60G
Mana Capsule	180G
Antidote	15G
Anti-Paralysis Herb	20G
Blazing Ruby	45G
Bind Healer	45G
Angel's Plume	150G
Flare Bomb	100G
Flara Bomb	500G
Aqua Bomb	100G
Aquara Bomb	500G
Wind Bomb	100G
Winda Bomb	500G
Ground Bomb	100G
Grounda Bomb	500G

Oreego's Emporium

Weapons

Weapon	Power	Price
Hard Spatha	60	2,000
Elder Baton	20	2,200
Bright Ankh	20	2,080
Power Shell	40	2,190

Accessories

Accessory	Enhancement	Price
Sword Teachings	Weapon Guard	1,100G
Sorcerer Earrings	Lv4 Black-White Magic	1,200G
Magic Trial Record	Lv2 Composite Magic	2,500G
Antidote Brooch	Anti-Poison	280G
Lion Heart	Anti-Terror	1,000G
Seal Blocker	Anti-Seal	1,000G
Yellow Band	Anti-Paralysis	450G
Gold Spirit Band	Lv4 Spirit Magic	1,200G

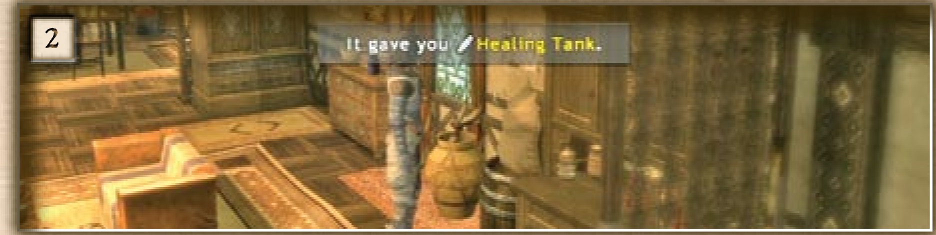
Components

Component	Used in Ring	Price
Magma Fragment	Flame	30G
Cold Water Stone	Aqua	30G
Wind Seal Leaf	Wind	30G
Quality Iron Sand	Earth	30G
Beast's Horn	Beast	35G
Junk Parts	Jamming	50G
Mysterious Perfume	Daydream	125G
Insect Innards	Bio	25G
Sharp Beak	Aim	40G
Hard Skin	Piercing	20G
Eastern Red Ore	Spirit	50G
Poison Oil	Poison	80G
Paraweed Thorn	Numbing	75G
Blinding Powder	Blinding	150G
Sandman's Seal	Sleep	25G
Magic-Luring Stone	Osmosis	50G
Sticky Tape	Poison, Anger	20G
Blood Sucking Needle	Draining	50G
Whetstone	Bruiser, Aim, etc.	15G
Black Pearl Powder	Daydream	25G

2

Strike Some Deals with the Local Pipot

What to do with the million Healing Medicines and Mana Herbs you bought from Dandy? Bring them to the Pipot in Erlio's house. Note that you can get Healing Tanks out of this Pipot if you give it a Healing Medicine, a Healing Herb, and two more Healing Medicines (in that order). Experiment with other combinations to get Healing Potions and Mana Bottles. Collect all the Seeds in town and give those to the Pipot. If you've found all 60 Seeds available at this point in the game, the Pipot will give you a *Power Bangle*.

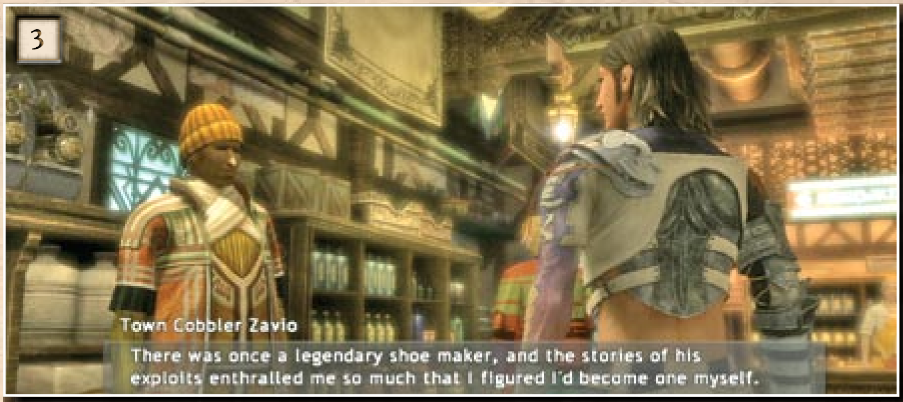


It gave you Healing Tank.

3

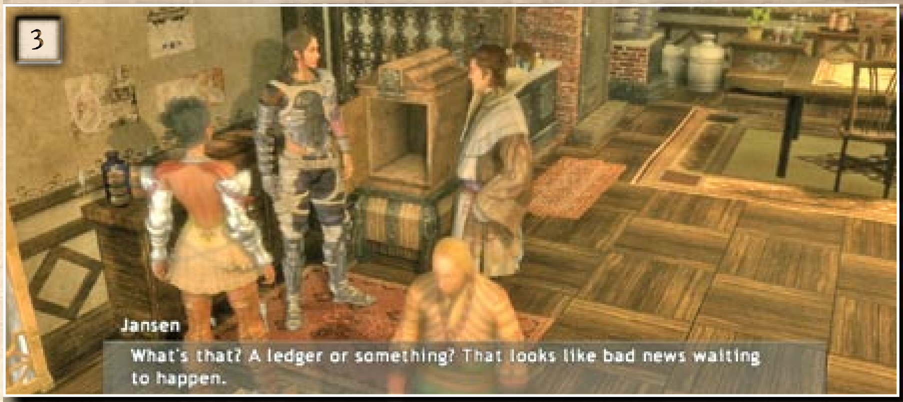
One-Stop Shopping at Audun's Item Shop

All the merchants in town hang out at Audun's Item Shop, including a cobbler who can trigger a new dream ("*The Story of Old Man Greo*"), arms-and-accessories merchant Oreego, and of course Audun himself. When you're done shopping, pay a visit to the shop's financial backer, who lives next door. He's too busy rolling around in his pile of gold to notice that you're stealing his Slot Seed and his Secret Ledger; the Secret Ledger will come in handy later.



Town Cobbler Zavio

There was once a legendary shoe maker, and the stories of his exploits enthralled me so much that I figured I'd become one myself.



Jansen

What's that? A ledger or something? That looks like bad news waiting to happen.

[BOSS] MANTALAS

Quick Tips

Suggested Party Level
27 or 28

Recommended Ring
Earth-Powered Ring
Bio Ring Ultra
Adamantis Ring

Recommended Skills
Anti-Paralysis (Yellow Band)
Lv2 Composite Magic (Magic Trial Record)
Counter (Mack)
Casting Support (Cooke)
Mental Stability (Cooke)
Concentration (Cooke)

Stats

Manta

HP:	620
Type:	Organic
Element:	Water
—	—
Steals:	—
	—
Drops:	Beast Hide Rasp
	—
	—
	—

Mantalas

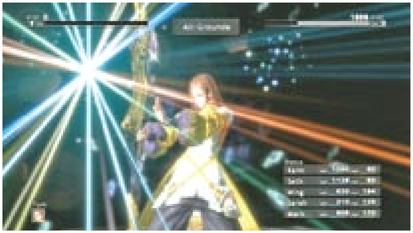
HP:	3,050
Type:	Organic
Element:	Water
—	—
Steals:	—
	—
Drops:	Bug's Stomach
	—
	—
	—

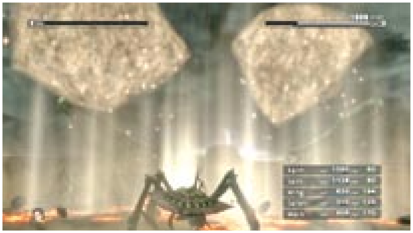
Boss Prep

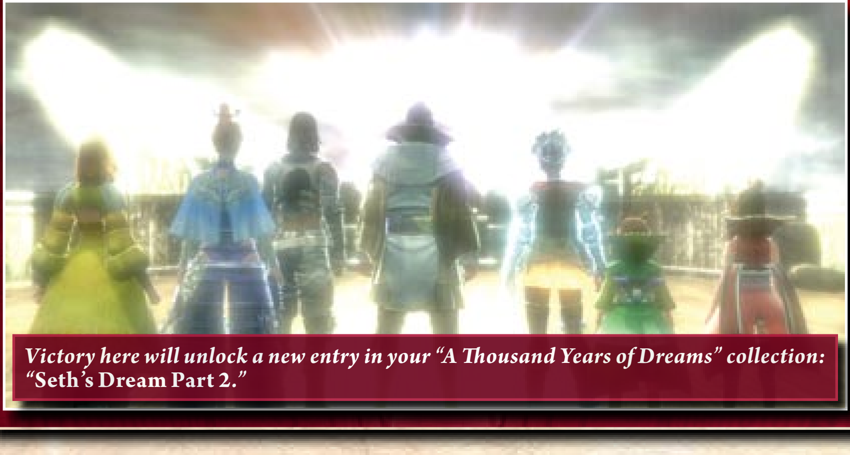
Your party will be attacked as soon as the voyage begins, so complete your battle prep before you set foot on the Samanese Merchant Ship. Your foes can paralyze with their attacks, so everyone who has the Anti-Paralysis skill should equip it. The key to a good offense is Lv2 Composite Magic (and of course, high-level Black, White, and Spirit Magic to match). That skill can be learned only from the Magic Trial Record sold in Saman, so make sure whoever equips that is well-protected and well-supported by skills like Mental Stability and Concentration or Casting Support. The Lv2 Composite Magic spells include the massively powerful All-Grounda and mass-paralysis recovery spells Para-Cure and No Paralysis.

Boss Tactics

Whenever Mantalas is damaged by a spell or attack (except for counterattacks), it will summon a fresh supply of Mantas and then flee the battlefield, to return only when the new crop of Mantas is slain. Never target Mantalas until its party is at a low Guard Condition, and target it only with your strongest attack—three well-timed castings of Grounda or All-Grounda should do the trick.







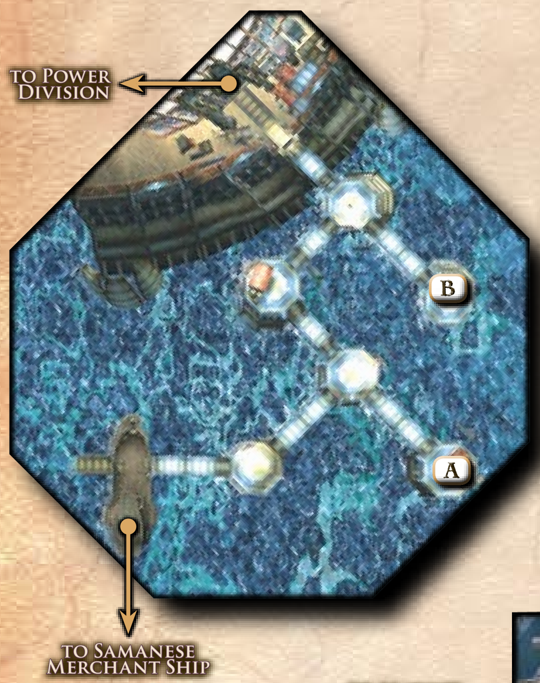
Victory here will unlock a new entry in your "A Thousand Years of Dreams" collection: "Seth's Dream Part 2."

DISC 2 | CHAPTER 2-6

EXPERIMENTAL STAFF

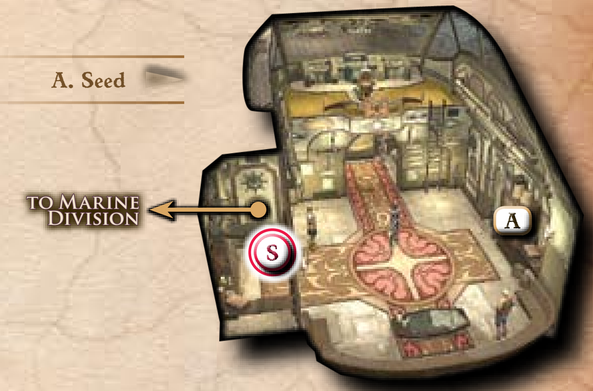
Apparently the Grand Staff in the Sea of Baus is not the only device of its kind. It isn't yet clear if this staff was built before it or after, but it seems to have the same function—generating dangerous amounts of magic energy. But for what purpose?

Marine Division


TO POWER DIVISION
B
A
TO SAMANESE MERCHANT SHIP

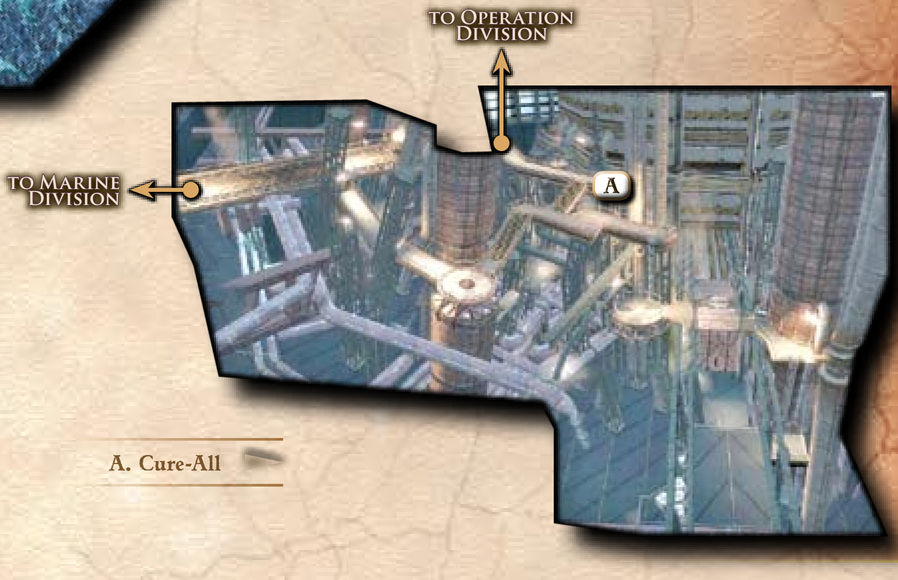
A. Slot Seed
B. Generator x6

Samanese Merchant Ship


TO MARINE DIVISION
S
A

A. Seed

Power Division

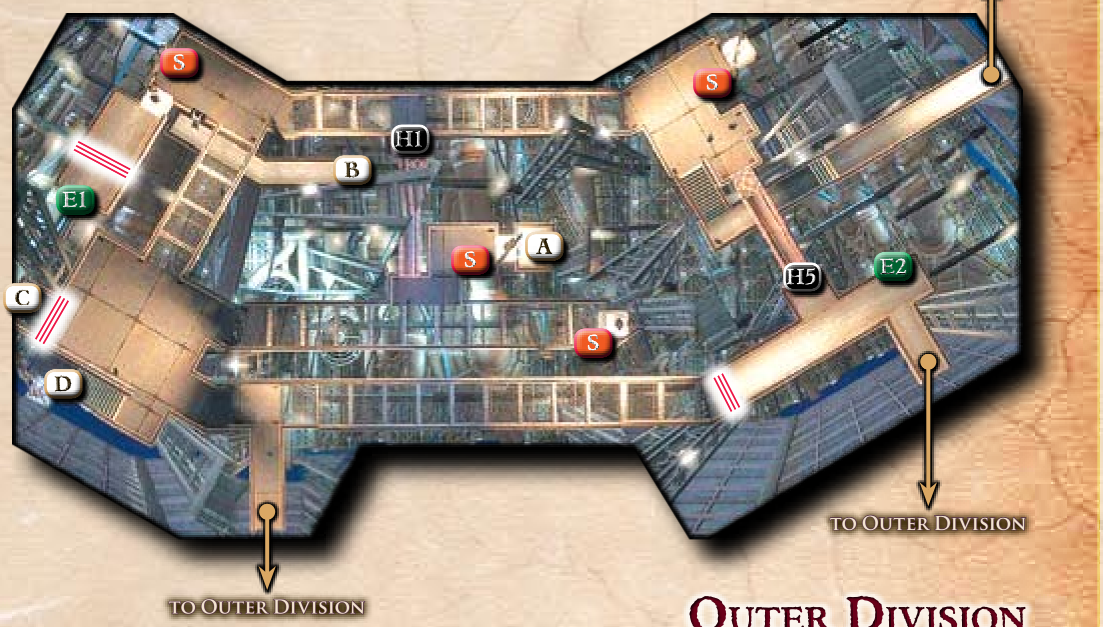

TO OPERATION DIVISION
TO MARINE DIVISION
A

A. Cure-All

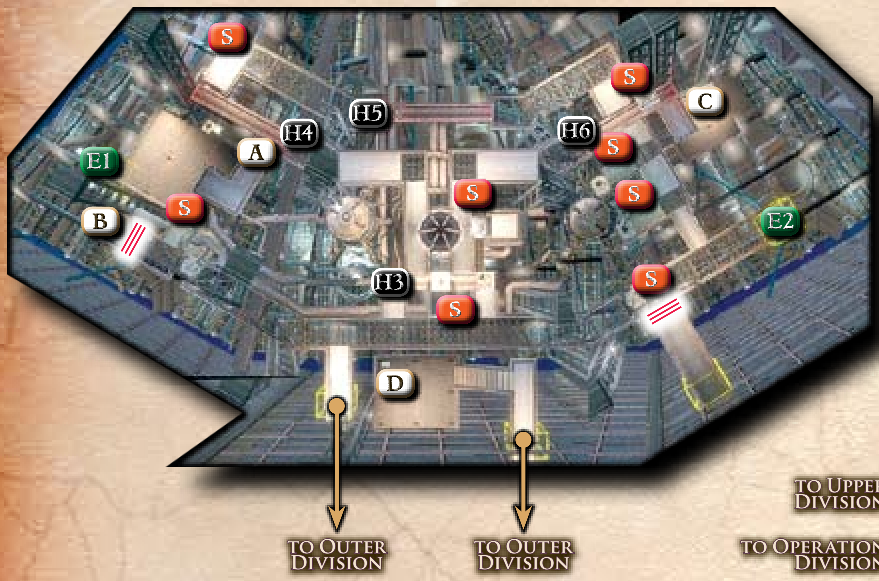
OPERATION DIVISION

═ = Barrier
S = Switch
H# = Horizontal Platform
E# = Elevator

- A. Aqua Mine [spell]
- B. Pendulum x4
- C. Knight Earrings
- D. Bug's Stomach x4


TO POWER DIVISION
S
S
H1
B
E1
S
A
C
H5
E2
S
D
TO OUTER DIVISION
TO OUTER DIVISION

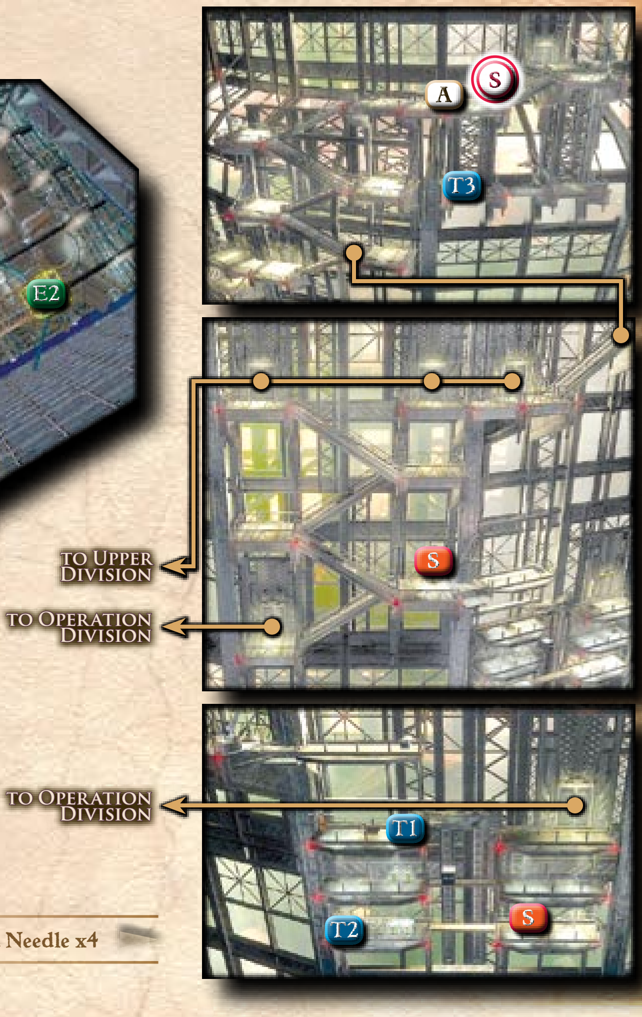
UPPER DIVISION


S
S
H5
H4
C
H6
A
E1
S
S
S
S
B
E2
H3
S
S
D
TO OUTER DIVISION
TO OUTER DIVISION

- A. Gutsy Cloth x5
- B. White Lotus, Lotus Ring
- C. Beast Hide Rasp x4
- D. Fire Charm

═ = Barrier
S = Switch
H# = Horizontal Platform
E# = Elevator
T# = Technician

OUTER DIVISION


S
A
T3
TO UPPER DIVISION
S
TO OPERATION DIVISION
TO OPERATION DIVISION
T1
T2
S

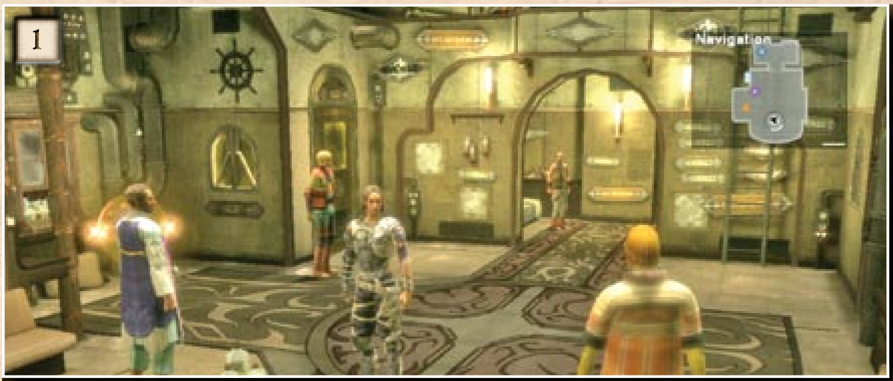
- A. Paraweed Needle x4

Glass Chamber

TO OUTER DIVISION

1 Preparing to Climb the Staff

Before you approach the staff, enter the ship's cabin to rest up on the cot, purchase items, and dig a Seed out of the cabinet. Damiroh's shop carries most of the same items that were available in Saman, with two additions: The Shieldus and Barricadus White Magic spells. Snap 'em up now—you might not get another chance. When you're ready to go, grab a Slot Seed and some Generators in the Marine Division, then enter the Power Division to get a glimpse of what you're about to go up against.



2 Swiping Gate Passes from the Guards

Pay special attention to the Uhran Guardsman you'll encounter in Experimental Staff, as each holds a Gate Pass that you can swipe with the Steal command. Gate Passes provide the only means to unlock the energy barriers that block your path in the Operation Division and the Upper Division, and stealing from guards is the only way to get them. But that doesn't necessarily mean using the Steal command—the guardsmen drop Bent Needles when defeated, and you need only two of those to make a Pickpocket Ring, which will give your fighters a chance to swipe an item when you score a Good or Perfect attack. With a few Pickpocket Rings, you'll have no trouble amassing the necessary supply of Gate Passes.

Shop Details

Damiroh's Grab Bag

Items

Item	Price
Healing Medicine	40G
Healing Herb	120G
Healing Tank	360G
Mana Herb	60G
Mana Capsule	180G
Antidote	15G
Anti-Paralysis Herb	20G
Angel's Plume	150G
Flare Bomb	100G
Flara Bomb	500G
Aqua Bomb	100G
Aquara Bomb	500G
Wind Bomb	100G
Winda Bomb	500G
Ground Bomb	100G
Grounda Bomb	500G

Weapons

Weapon	Power	Price
Hard Spatha	60	2,000
Elder Baton	20	2,200
Bright Ankh	20	2,080
Power Shell	40	2,190

Accessories

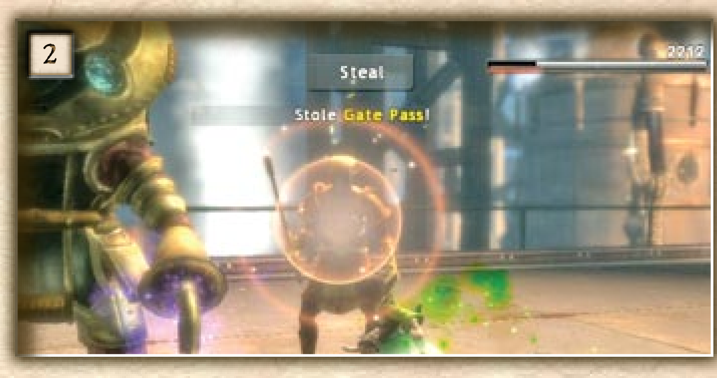
Accessory	Enhancement	Price
Sorcerer Earrings	Lv4 Black-White Magic	1,200G
Antidote Brooch	Anti-Poison	280G
Seal Blocker	Anti-Seal	1,000G
Yellow Band	Anti-Paralysis	450G
Gold Spirit Band	Lv4 Spirit Magic	1,200G

Components

Component	Used in Ring	Price
Magma Fragment	Flame	30G
Cold Water Stone	Aqua	30G
Wind Seal Leaf	Wind	30G
Quality Iron Sand	Earth	30G
Beast's Horn	Beast	35G
Junk Parts	Jamming	50G
Mysterious Perfume	Daydream	125G
Insect Innards	Bio	25G
Sharp Beak	Aim	40G
Hard Skin	Piercing	20G
Eastern Red Ore	Spirit	50G
Poison Oil	Poison	80G
Paraweed Thorn	Numbing	75G
Blinding Powder	Blinding	150G
Sandman's Seal	Sleep	25G
Magic-Luring Stone	Osmosis	50G
Sticky Tape	Poison, Anger	20G
Blood Sucking Needle	Draining	50G
Whetstone	Bruiser, Aim, etc.	15G
Black Pearl Powder	Daydream	25G

Magic

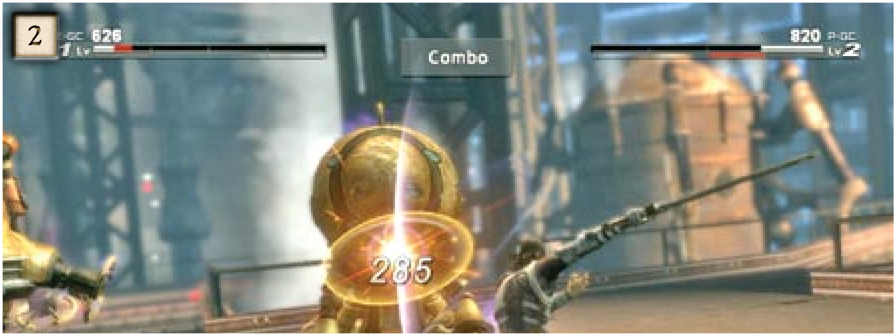
Spell	Spell Book	Price
Shieldus	Lv5 White	1,500G
Barricadus	Lv5 White	1,500G



Steal

Stole Gate Pass!

The Uhran Guardsman use poisoned staves, so equip your immortals with the Anti-Poison skill. Immortal spellcasters should also equip Anti-Seal, as Magic Sliders will invariably target them with the Seal ailment.

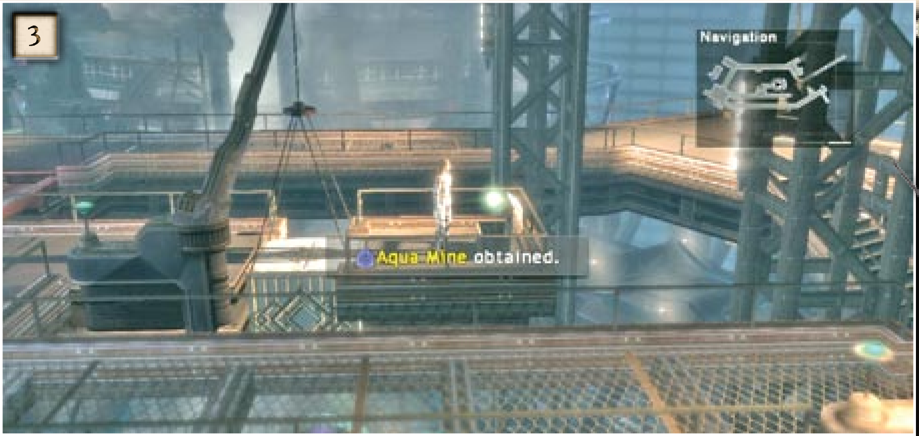


Guard Armors are both highly resistant to magic and extremely skilled at defending. Target them with skills like Combo instead of normal attacks—they can't block those.

3 THE MAGICAL CONTRAPTIONS OF EXPERIMENTAL STAFF

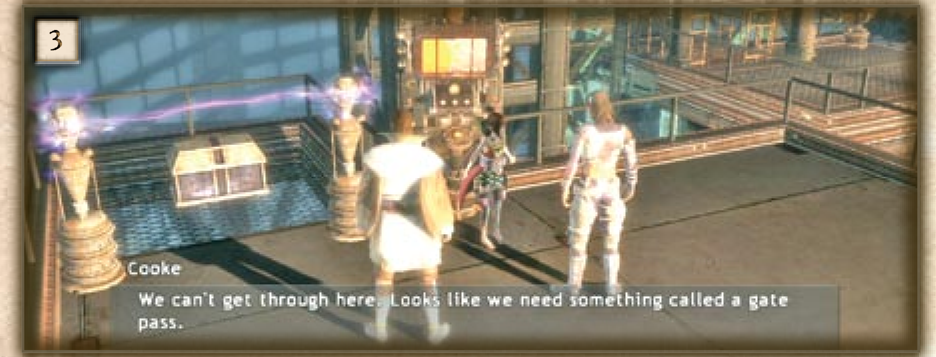
There are three magical devices in this area, and you'll need to use all three of them to reach the top of Experimental Staff.

- Glowing switches can raise or lower cranes, which may pull an obstacle out of your way, lift a platform that you can use to cross a gap, or—quite often—accomplish nothing at all. Don't assume every switch, such as the one at the entrance to the Operation Division, has a purpose. Switches are marked on the map with an S.
- Horizontal platforms run along tracks that cannot be traversed otherwise. Ride the platform marked L1 to reach the center of the Operation Division map, where you can lower a crane to reach the Aqua Mine spell.



Aqua Mine obtained.

- You need a Gate Pass to get through an electric barrier. After a Gate Pass is inserted, it will not be returned, so you'll need five Gate Passes to lower all five electric barriers. Most barriers are optional, and lead to shortcuts or treasure, such as the Knight Earrings in the Operation Division and the incredible White Lotus discus and Lotus Ring combo in the Upper Division. Barriers are marked on the map with glowing red lines.



Cooke
We can't get through here. Looks like we need something called a gate pass.

ENEMIES

UHRAN GUARDSMAN

HP:	840
TYPE:	NONE
ELEMENT:	NONE
—	—
STEALS:	GATE PASS
	—
DROPS:	BENT NEEDLE WHETSTONE BEAST HIDE RASP —

GUARD ARMOR

HP:	1,840
TYPE:	MECHANICAL
ELEMENT:	NONE
—	—
STEALS:	GENERATOR
	—
DROPS:	STICKY TAPE JUNK PARTS PENDULUM —

MAGIC SLIDER

HP:	920
TYPE:	MECHANICAL
ELEMENT:	NONE
—	—
STEALS:	SUN CRYSTAL
	—
DROPS:	JUNK PARTS PENDULUM — —

MAGIC INSECT

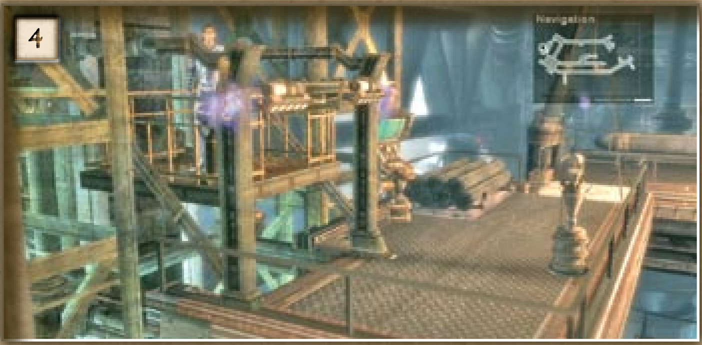
HP:	590
TYPE:	ORGANIC
ELEMENT:	WIND
—	—
STEALS:	GIANT FEELER
	—
DROPS:	INSECT INNARDS BUG'S STOMACH PARAWEED THORN WIND SEAL LEAF

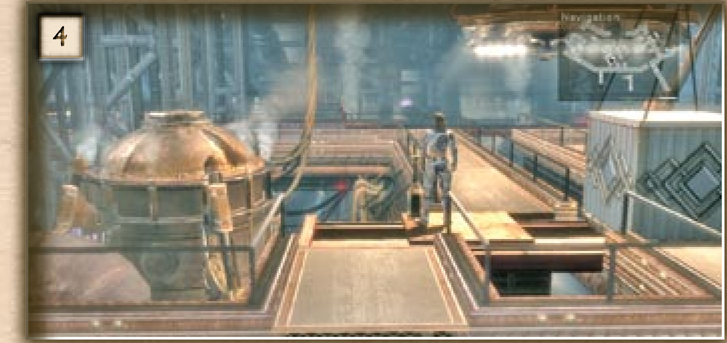
4 REACHING THE TOP OF THE STAFF

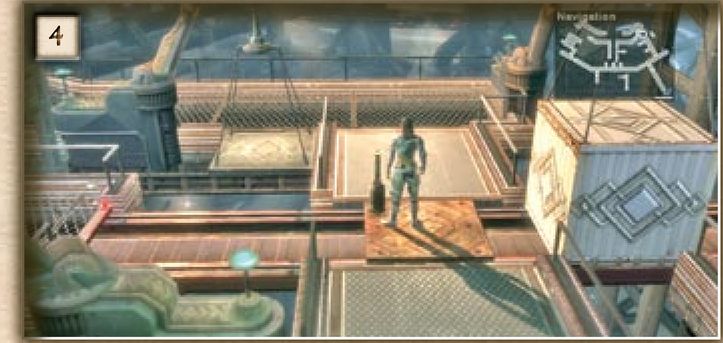
From the entrance to Experimental Staff, proceed west, pausing to collect the Aqua Mine spell and Pendulums along the way (you will not be able to return to Experimental Staff later in the game, so treasure-hunters should collect all the loot now). Try to pick up at least two Gate Passes in combat so you can unlock both elevator 1 and the chest that holds the Knight Earrings. Our next destination is the Upper Division, which you can reach by taking elevator 1. If you can't find enough Gate Passes, you can also reach it by exiting through the door in the southwest and hiking up through the Outer Division, but if you take that route you won't be able to reach chests A and B on the Upper Division.

In the Upper Division, clear out the chests on the west side of the map, then head to the central part of the map, where a large crate is suspended over a horizontal platform track. If your goal is to get all the items, ride the platform (H3) all the way to the right, then lower the crate onto the track and ride the platform to the left so it hits the crate. You can then proceed down the right of the two paths and take platform H6 to treasure chest C.

After collecting the treasure, go back the way you came, ride platform H3 to the right, lift the crate, ride the platform to the left, lower the crate, and ride the platform into the crate again. This will put you on the left path, which ultimately leads to a switch that will drop a crate into the tracks of platform H6. Once again, go back the way you came, get on the right path again, and ride platform H6 into the newly dropped crate. From there you can walk south to a barrier-blocked exit to the upper part of the Outer Division. The door to the left in the Outer Division leads back to a small part of the Upper Division, where you'll find the area's final treasure chest. If you follow the stairs upward, you'll find a save spot just outside of the Glass Chamber, the final area of Experimental Staff. Phew.

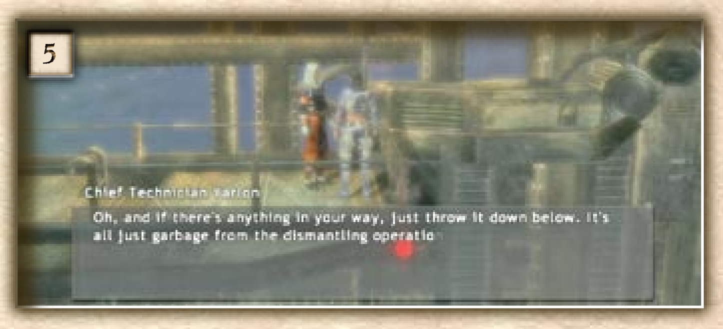






5 ERRAND BOY FOR THE STAFF TECHNICIANS

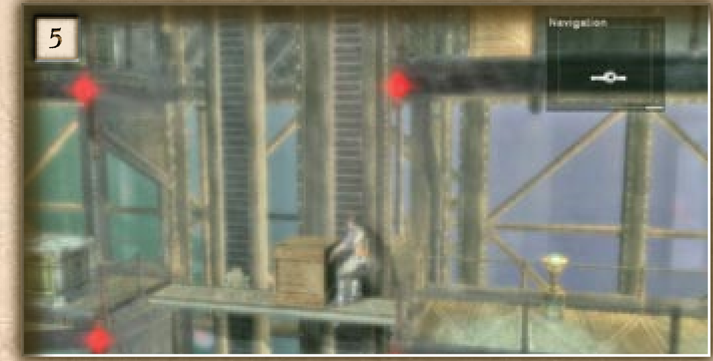
If you'd like to give your former Uhran comrades a hand, you can support their cause by taking a job as the Staff (get it?) messenger. Start by taking elevator 2 down to the Operation Division, and head through the door opposite the elevator to reach a new region of the Outer Division. Proceed down the ladder to the left to reach Technician #1, who will ask you to deliver a message to Technician #2, who is working beneath him.



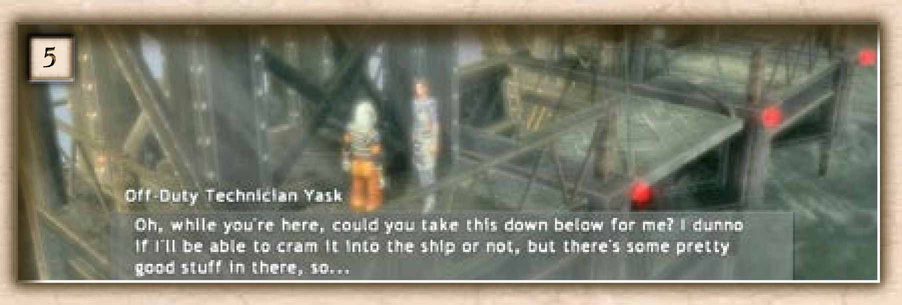
Chief Technician Varion

Oh, and if there's anything in your way, just throw it down below. It's all just garbage from the dismantling operatio

To reach Technician #2, you'll need to shove a crate off of the balcony, lower the platform, drag another crate to the side with the switch, raise the platform, and then shove that crate off of the balcony too. You can then lower the platform and cross to the technician's position.



The second technician will ask you to deliver a message to Technician #3, who is a lot easier to reach. Ride the elevator back up to the Upper Division, and then climb the Outer Division stairs past the save point. You'll find a ladder that will take you straight to the technician, who will reward your hard work with 11 Beat Stones—the exact number you need to craft a Guard Condition–damaging Hammer Ring.



Off-Duty Technician Yask

Oh, while you're here, could you take this down below for me? I dunno if I'll be able to cram it into the ship or not, but there's some pretty good stuff in there, so...

6

The Man in the Glass Chamber

You can't win in your battle with Gongora, but you can lose if you die in the first five turns. Attack him if you want, but focus most of your energy on survival, using magic like All-Barricade and All-Generate to keep your HP up, and the Wall skill to keep your Guard Condition high.

7

Twelve Minutes to Flee the Staff

When you awaken, you'll have 12 minutes to flee the area before it self-destructs. That's far more time than you need, so you can afford to fight a few battles with Magic Insects and new Explosive Bugs if you like. But if you want to play it safe, use Turn-Tail to flee from battle.

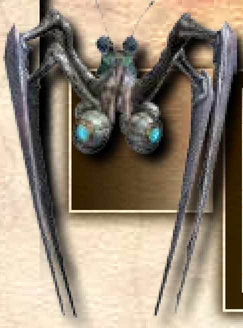
All of the elevators are blocked, so you'll have to flee via the Outer Division stairs. When you return to the Power Division, go right instead of going left, leaping over the gap in the floor and crossing what used to be a fast-moving train. You'll pass new treasure chests as you escape this way; the first contains a Power Drink, while the second holds a far more interesting pair of prizes: the *Red Snake* sword and the *Snake Ring*.

ENEMIES

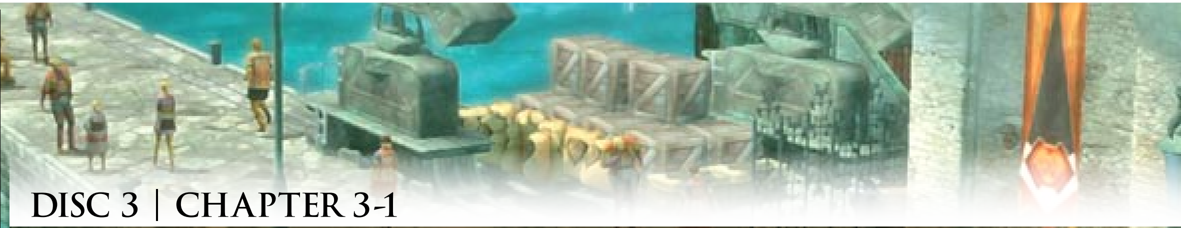
Magic Insect

HP:	440
Type:	Organic
Element:	Wind
—	—
Steals:	Giant Feeler
	—
Drops:	Insect Innards
	Paraweed Thorn
	Gutsy Cloth
	Beast hide Rasp

Explosive bug



HP:	880
Type:	Organic
Element:	Wind
—	—
Steals:	Paraweed Needle
	—
Drops:	Bug's Stomach
	Paraweed Needle
	—
	—

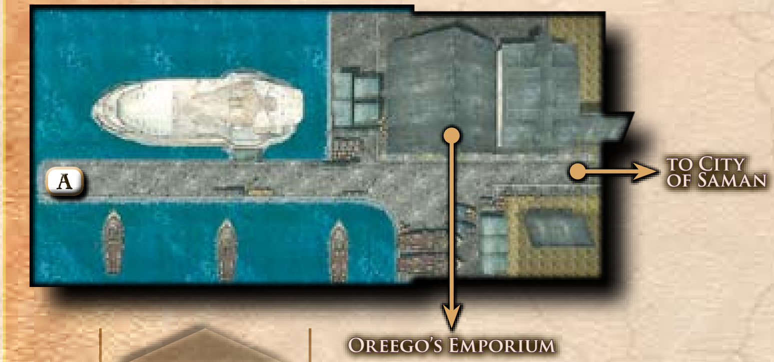


DISC 3 | CHAPTER 3-1

MERCHANTS TOWN SAMAN

THE CITY OF SAMAN IS BACK TO NORMAL, OR AT LEAST WHAT WE CAN ASSUME IS NORMAL. THERE ARE NO MORE HOSTILE CHILDREN, NO MORE SWINGING DOLLS, NO MORE TALKING CROWS—JUST GRATEFUL VILLAGERS WITH PLENTY OF RARE ITEMS AND TREASURE-HUNTING TIPS FOR KAIM.

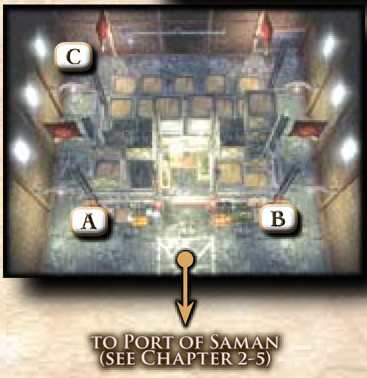
PORT OF SAMAN



A. Splitter [spell]*
*Treasure-hunting clue required

OREEGO'S EMPORIUM

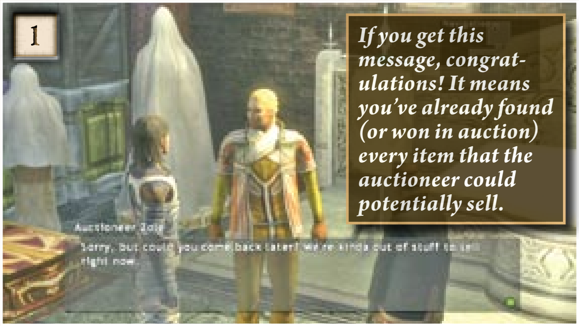
A. Regenera [spell]
B. Raging Beast's Eye x3
C. Bind Healer



1 THE AUCTION HOUSE IS OPEN FOR BUSINESS

The merchant Oreego has set up shop in a dank warehouse in the port. His stock is the same as it was before, but there's something new and exciting in the back of the building—an auction house that sells items you've missed in the game. Those attempting the Treasure Trove achievement will want to check in regularly, since it's the only way to get items from areas that you can no longer return to, such as Experimental Staff.

Bidding is a simple process of jacking up the price with the left stick and issuing a bid with the A button. Don't be too loose with your cash—the items you fail to win will cycle back around, so you'll keep getting chances to bid on them until you finally win.



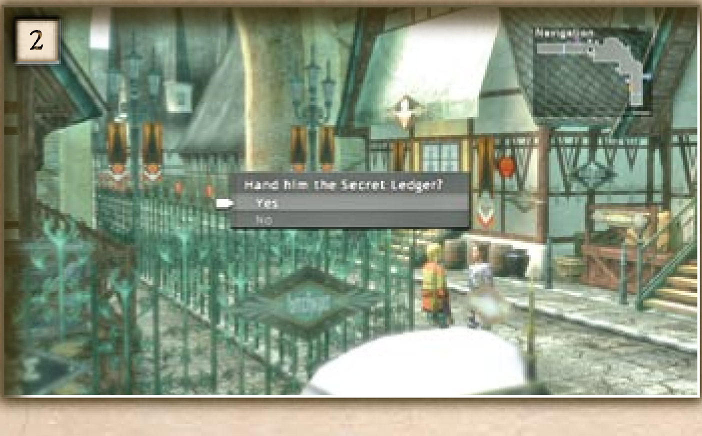
Auctioneer Zola
Sorry, but could you come back later? We're kinda out of stuff to sell right now.

If you get this message, congratulations! It means you've already found (or won in auction) every item that the auctioneer could potentially sell.

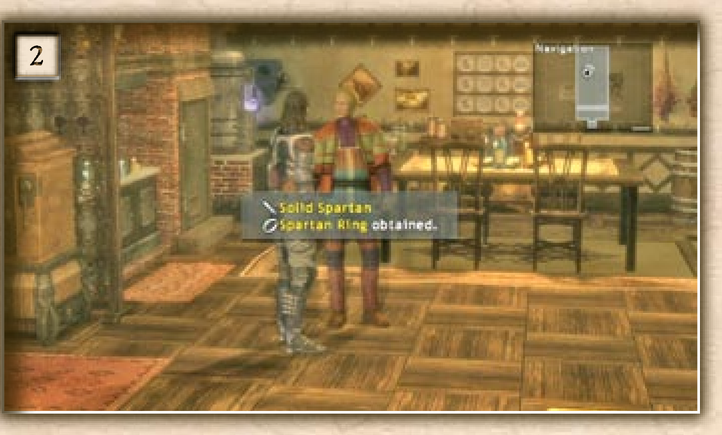
2

Rat Out Riordan the Smuggler

Give the Secret Ledger to the man skulking outside of Riordan's house, and he'll have solid proof that the merchant Riordan didn't make his pile of gold through legitimate business. The next time you enter Riordan's house, you'll find the investigator waiting. He'll thank you for your cooperation with a *Solid Spartan* sword and *Spartan Ring*.



Hand him the Secret Ledger?
Yes
No



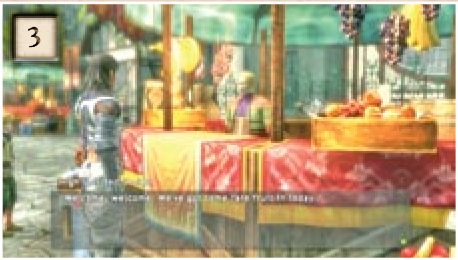
Solid Spartan
Spartan Ring obtained.

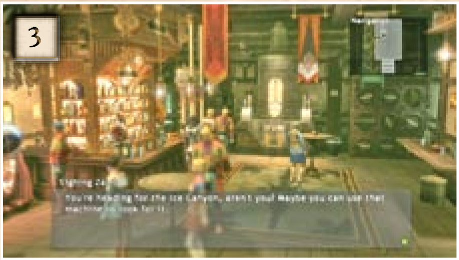
3

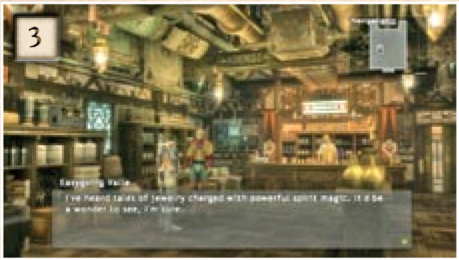
Dreams and Clues in the New Saman

As you approach the city exit, a weary Cooke and Mack will convince the party to take a day off. While they sleep, the grown-ups will discuss strategy—to rest at the inn, simply leave the room. The next morning, many of the townspeople will have new dialogue that leads to dreams and treasure-hunting tips.

First head north to the stall that used to be Dandy the Crow's shop. The shopkeeper will offer Kaim some fruit, unlocking "*Bright Rain*" of the "A Thousand Years of Dreams" series. Then visit the tavern, where Sighing Zamilo will give you a treasure-hunting clue for the Ice Canyon ahead. Then return to Audun's Item Shop, where Easygoing Valle will give you a tip for a future area known as the Great Ancient Ruins.





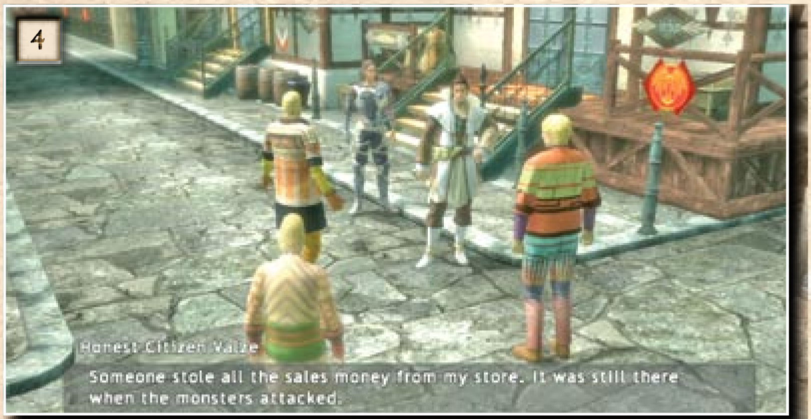


4

The Thief and His Stash

Outside of the item shop, you'll find two villagers accusing Talio of stealing from a local store. Tell Talio that you believe in his innocence, and he'll tell you his theory about who really did it—Dandy the Crow. Search Dandy's old stall; you'll see a shiny white sparkle just to the side. When you return the stolen property and exonerate Talio, the villagers will reward you with a *General's Pen* accessory.

When you leave the area and come back, Talio will return to his original position on the west side of town. Speak to him again, and he'll offer a treasure-hunting tip that will point you to the tip of the pier in the Port of Saman, where you'll find the Splitter spell.



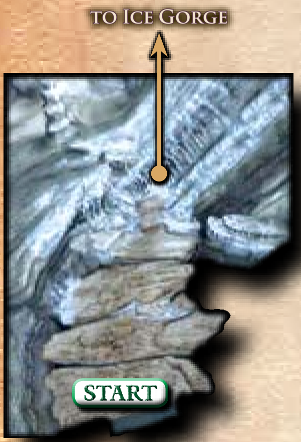
Honest Citizen Valze
Someone stole all the sales money from my store. It was still there when the monsters attacked.

DISC 3 | CHAPTER 3-2

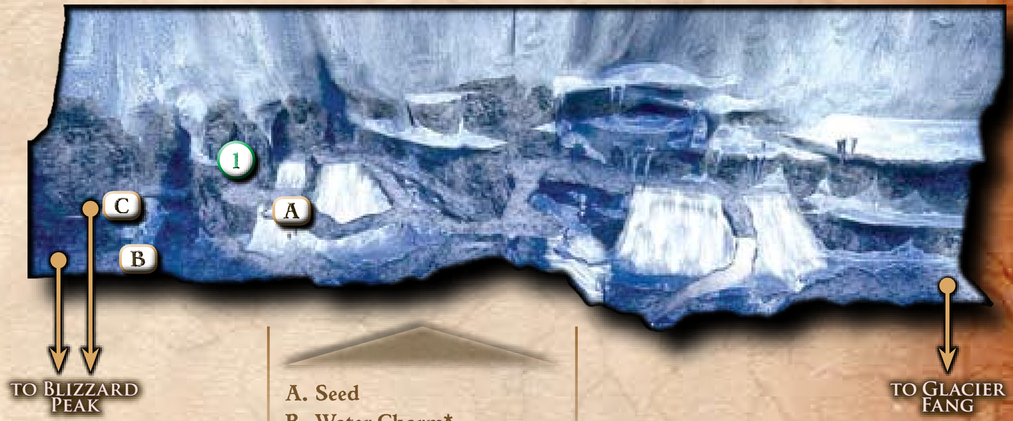
ICE CANYON

THE *SLANTNOSE* CAN'T CROSS THE VIOLENT SEAS NEAR GOHTZA, AND THE SAMAN VESSEL IS SUNK, SO IT'S THE LAND ROUTE FOR KAIM AND HIS PARTY. THE ICE CANYON HAS BEGUN TO THAW, FREEING BOTH VALUABLE TREASURES AND TERRIBLE BEASTS THAT HAVE BEEN FROZEN FOR CENTURIES.

GLACIER FANG


TO ICE GORGE
START

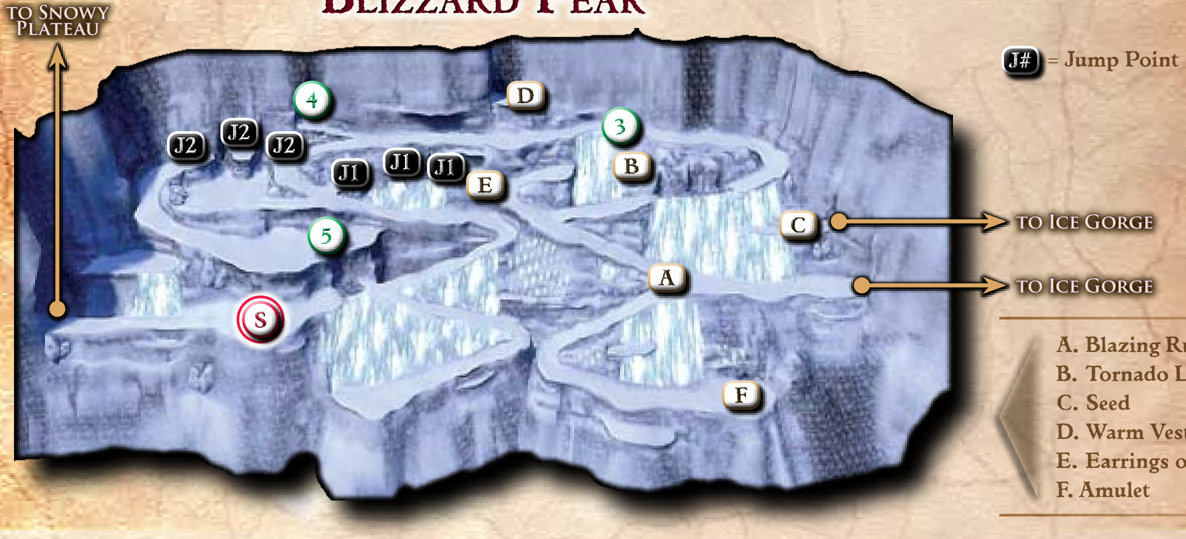
ICE GORGE


1
A
B
C
TO BLIZZARD PEAK
TO GLACIER FANG

A. Seed
B. Water Charm*
C. Cubic Music Score 5

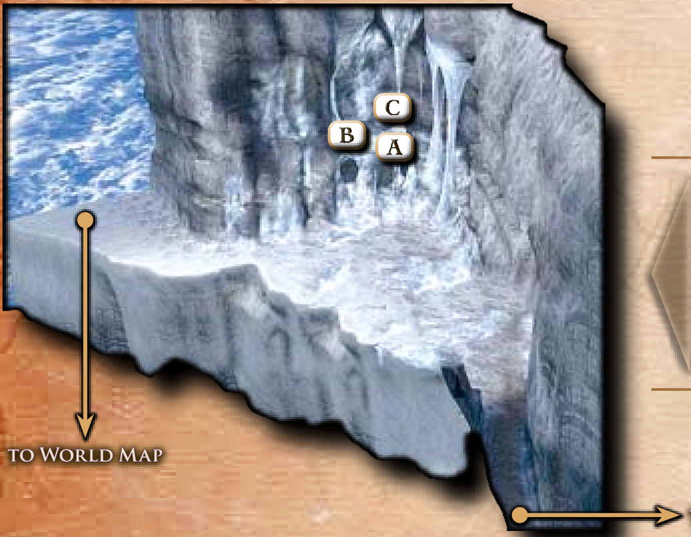
*Treasure-hunting clue required

BLIZZARD PEAK


TO SNOWY PLATEAU
J2
J2
J2
J1
J1
J1
4
D
3
B
E
5
C
A
S
F
TO ICE GORGE
TO ICE GORGE
J# = Jump Point

A. Blazing Ruby
B. Tornado Leaf x5
C. Seed
D. Warm Vest
E. Earrings of Wisdom
F. Amulet

SNOWY PLATEAU



- A. Elmon Crown
- B. Regnerus [spell]*
- C. Quad-Element Charm**

*Sunderch Glasses required

**Tolten required

PROTECT YOUR BACK ROW FROM OPPORTUNISTS

GOOD SPORTSMANSHIP IS NOT A PRIORITY IN THE ICE CANYON—FOES LIKE RAPTORS AND DANDOMEN TARGET BACK-ROW CHARACTERS OR THE LOWEST-HP PARTY MEMBER EXCLUSIVELY. THAT'LL MAKE POOR COOKE THE PARTY PUNCHING BAG, WHICH CAN BE A VERY TRAGIC THING IF YOU LET YOUR GC DROP. HOWEVER, IF YOU CAN KEEP YOUR GC AT LEVEL 4 BY DILIGENTLY HEALING BETWEEN BATTLES AND USING BATTLE SKILLS LIKE WALL, YOUR FOES WILL BE STUCK WASTING THEIR ATTACKS ON WELL-PROTECTED BACK-ROW CHARACTERS.

190
Status
Kaim
Seth
Sarah
Mack

ENEMIES

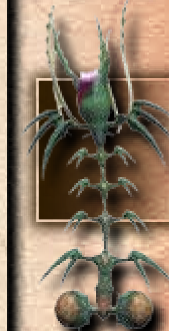
RAPTOR

HP:	565
TYPE:	BEAST
ELEMENT:	FIRE
—	—
STEALS:	GUARDIAN ORE
	—
DROPS:	MAGMA FRAGMENT
	CRIMSON TREASURE
	BEAST HIDE RASP
	WHETSTONE

ELMON

HP:	440
TYPE:	NONE
ELEMENT:	EARTH
—	—
STEALS:	BENT NEEDLE
	JET BLACK CLOTH
DROPS:	WIND SEAL LEAF
	TORNADO LEAF
	BENT NEEDLE
	—

WEED



HP:	930
TYPE:	ORGANIC
ELEMENT:	WATER
—	—
STEALS:	DEMON SCULPTURE
	—
DROPS:	COLD WATER STONE
	RAINBOW CORAL
	SANDMAN'S SEAL
	NIGHTMARE SEAL

DANDOMAN

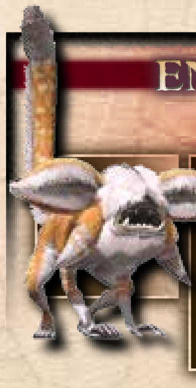
HP:	1,700
TYPE:	BEAST
ELEMENT:	NONE
—	—
STEALS:	BLOOD CLOTH CRYSTAL
	—
DROPS:	BEAST'S HORN
	RAGING BEAST'S EYE
	—
	—

BEHEMOTH

HP:	4,520
TYPE:	BEAST
ELEMENT:	EARTH
—	—
STEALS:	FRONTIER SIDERITE
	—
DROPS:	QUALITY IRON SAND
	NUTRITION OF THE EARTH
	BEAT STONE
	—

ENEMY

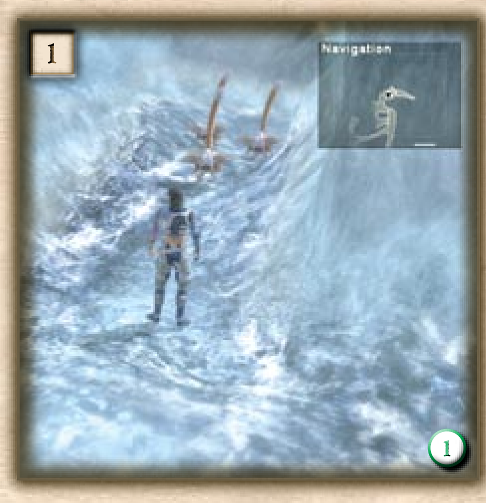
ELMON LEADER

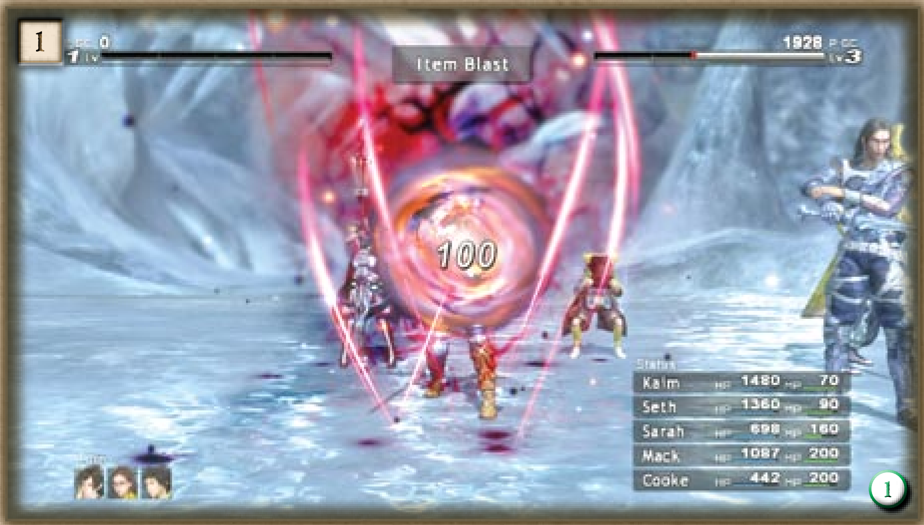


HP:	4,800
TYPE:	NONE
ELEMENT:	EARTH
—	—
STEALS:	— —
DROPS:	— — — —

1 BATTLE THE ELMON KING FOR YOUR LOST ITEMS

The cute, monkeylike Elmon are master thieves who can steal your items—even valuable ones like accessories—and flee the battle with them. Fortunately, there is a way to get your lost items back. If you follow the upper roads on the Ice Gorge map, you'll find the Elmon homeland at point 1. There you can challenge the Elmon Leader and win back all of your stuff. But the fact that you can win everything back shouldn't make you complacent about letting lesser Elmon steal from you; the leader can use stolen items like bombs against you, and his Item Blast attack deals 50 points of damage for every item his subjects have stolen.



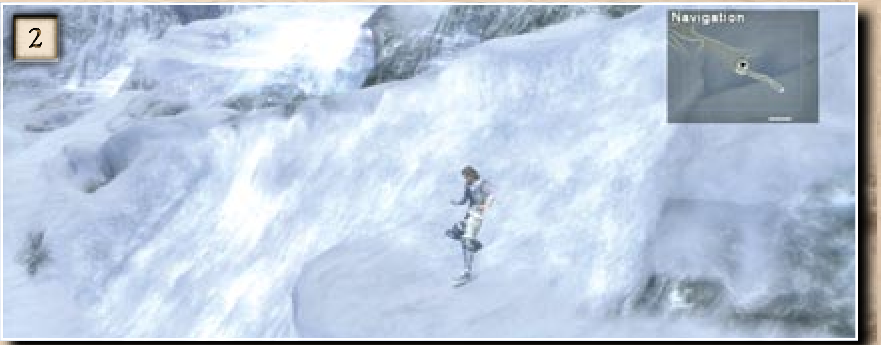


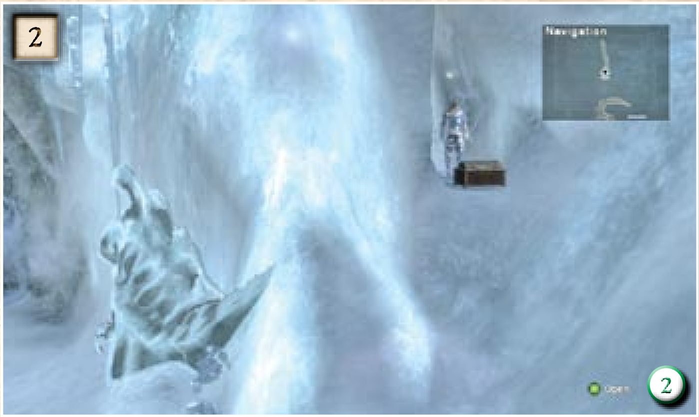
Status

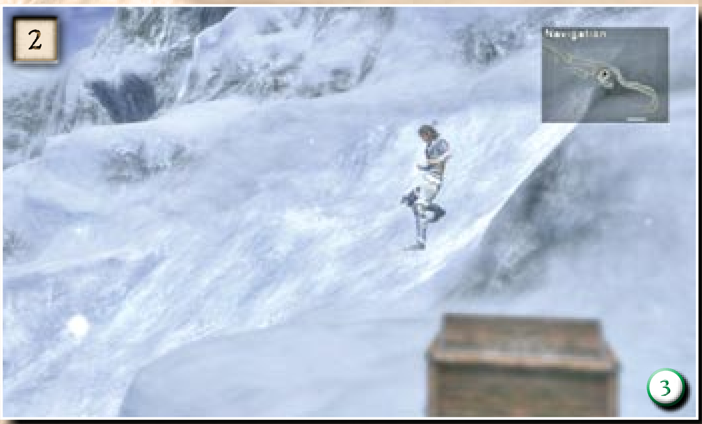
	HP	MP
Kalm	1480	70
Seth	1360	90
Sarah	698	160
Mack	1087	200
Cooke	442	200

2 SLIDE INTO THE TREASURE CAVE

If you aren't careful, you can easily slide down the icy walls of the Ice Gorge and Blizzard Peak areas. Slipping can be annoying when it's an accident, but if you do it intentionally, it can be incredibly lucrative. After crossing the three wind tunnels in Blizzard Peak, slide down the wall at point 2 to reach a chest with a Seed inside, then follow the path east into the Ice Gorge, where you'll find Cubic Music Score 5. A similar maneuver at point 3 will take you to a box full of Tornado Leaves.



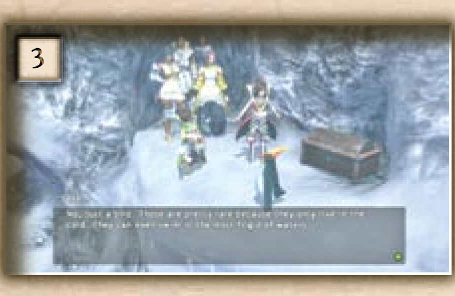


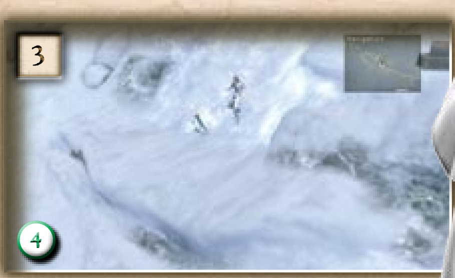


3

Swipe the Penguin's Accessories

When you see the penguin, continue west down the path to find the entrance to its small cave at point 4. After the penguin slides away, open its treasure chest (which contains a Warm Vest), then run out of the cave, head east past the point where you first spotted it, and slide down the first icy slope you see. The penguin should be waiting below, where you can grab it and help yourself to its Amulet. Clearly the Elmon aren't the only shameless thieves in the Ice Canyon! The Amulet's Absorb Attack is incredibly useful, and you should get your immortals learning it right away.

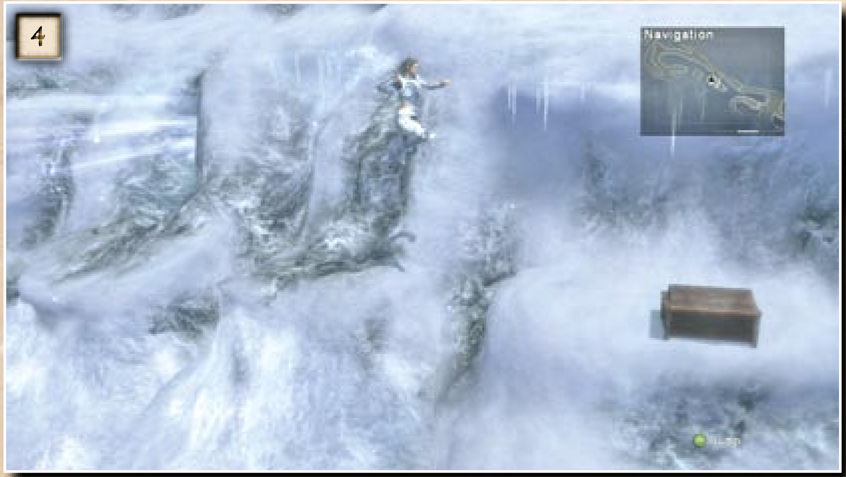




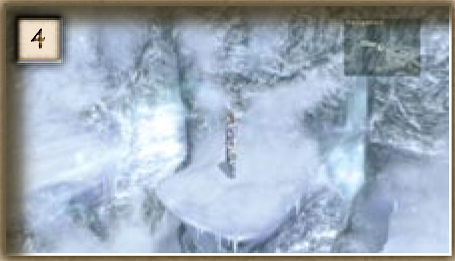
4

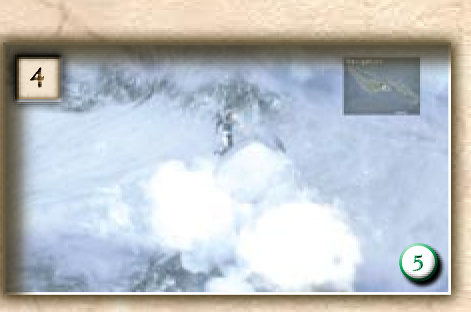
Blocking the Wind Tunnel

At the crossroads south of point 4, stop at the series of ledges marked J1, wait for the winds to abate, and then leap across. The timing is a little tricky, but the reward—Earrings of Wisdom, which teach Lv5 Black-White Magic—is more than worth the trouble.



Next jump east across the ledges marked J2. There's no treasure here, but if you give the big white pile at point 5 a shove, it will cause a small avalanche that blocks the wind tunnel below. With that wind tunnel jammed, you can proceed to the save point and the boss beyond.





[BOSS] DINOZAORO

QUICK TIPS

SUGGESTED PARTY LEVEL
30–32

RECOMMENDED RING
SPARTAN RING
BIO RING ULTRA

RECOMMENDED SKILLS
ABSORB ATTACK (AMULET)
WEAPON GUARD (SWORD TEACHINGS)
POWER HIT (MACK)
CRITICAL HEAL (LUCKY CLOVER)
CONCENTRATE (COOKE)
MENTAL STABILITY (COOKE)
REDUCE CASTING TIME (COOKE)
DEFENSE BOOST (KNIGHT EARRINGS)
HP MAX UP (LIFE BROOCH)

STATS

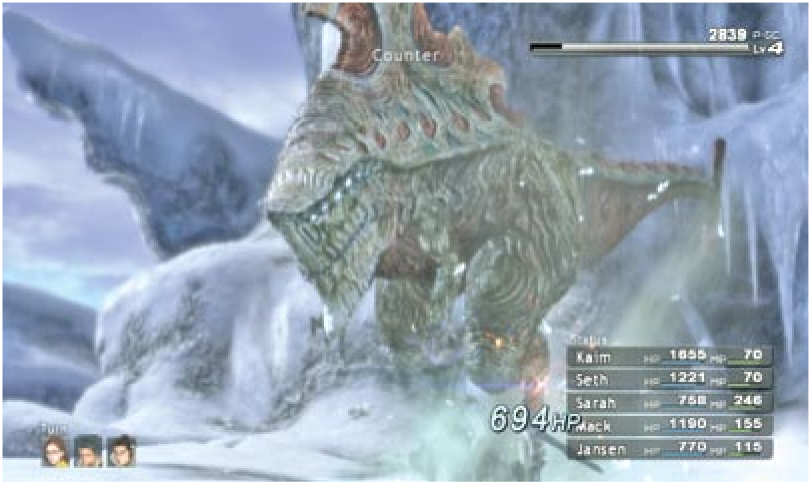
HP:	20,160
TYPE:	ORGANIC
ELEMENT:	NONE
—	—
STEALS:	SLOT SEED
	—
DROPS:	SLOT SEED
	—
	—
	—

BOSS PREP

MAKE A PARTY OUT OF YOUR TOUGHEST CHARACTERS—PROBABLY KAIM, SETH, MACK, SARAH, AND MING—SINCE THE BOSS WILL USE A COMBO THAT GIVES YOU ALL FORMATION PARALYSIS AND THEN PULLS EVERYONE INTO THE FRONT ROW. (NOTE THAT THE FREEFORM SKILL WON'T HELP UNLESS EVERY SINGLE CHARACTER HAS IT.) PUTTING EVERYONE IN THE FRONT ROW MAKES GUARD CONDITION IRRELEVANT AND FORCES YOU TO CONCENTRATE HEAVILY ON SKILLS THAT BOOST PHYSICAL DEFENSE. ABILITIES THAT CAN NEGATE AN ATTACK, LIKE ABSORB ATTACK AND WEAPON GUARD, ARE FANTASTIC.

Party Formation Paralysis
Kaim
Seth
Sarah
Mack
Jansen

ON OFFENSE, FIGHTERS WILL WANT TO USE POWER HIT, WHICH DEALS A BIT OF EXTRA DAMAGE. (COMBO IS A NO-NO; THE BOSS'S DEADLIEST ATTACK IS ITS COUNTERATTACK, AND COMBO GIVES HIM DOUBLE THE CHANCES OF PULLING OFF A COUNTER.) SPELLCASTERS WILL HAVE TO SURVIVE IN THE FRONT ROW, AND SKILLS LIKE CONCENTRATE, MENTAL STABILITY, AND REDUCE CASTING TIME WILL HELP THEM GET THEIR SPELLS OFF BEFORE THEY'RE CRUSHED BENEATH DINOZAORO'S HEEL.


Counter
2839
Lv 4
694HP
Kaim HP 1655 MP 70
Seth HP 1221 MP 70
Sarah HP 758 MP 246
Mack HP 1190 MP 155
Jansen HP 770 MP 115

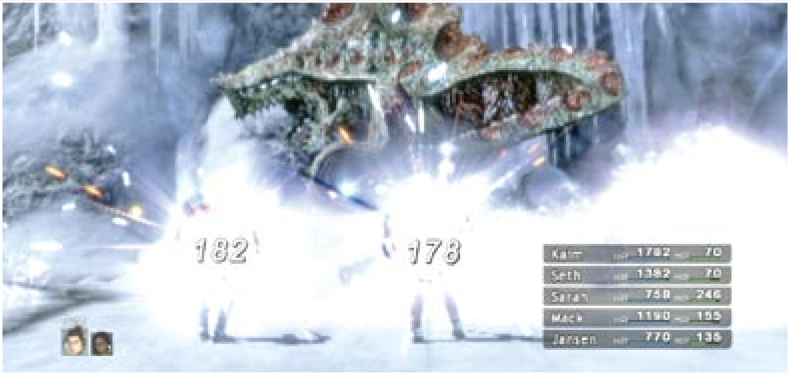
Absorb Attack can turn 694 points of damage into 694 points of HP recovery.

CONTINUED

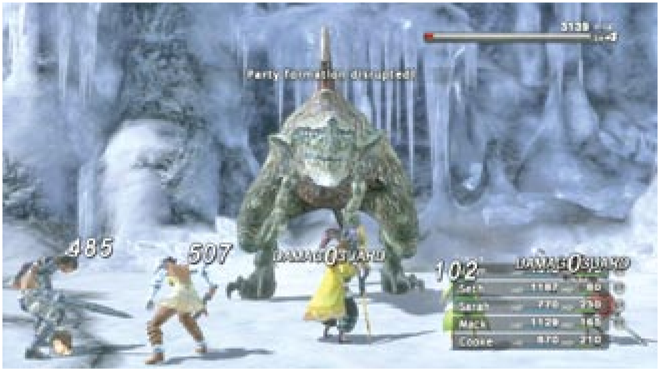
CONTINUED

BOSS TACTICS

DINOZAORO TAKES A LITTLE WHILE TO SET UP HIS COMBO, GIVING YOU PLENTY OF TIME TO STRENGTHEN YOUR DEFENSES. SPEND YOUR FIRST FEW TURNS HAVING MING AND SARAH CAST ALL-GENERATE AND ALL-SHIELD ON THE PARTY, AND COVER ON THEMSELVES. MACK SHOULD HIT SETH AND KAIM WITH POWERUS SPELLS, THEN CAST SPEEDA AND MINDUS ON THE SPELLCASTERS. WHEN YOUR DEFENSES ARE SET, HAVE AT LEAST ONE SPELLCASTER CASTING ZEPHYRA AT ALL TIMES WHILE YOUR FIGHTERS USE POWER HIT AND EVERYONE ELSE USES OFFENSIVE MAGIC. IT'LL BE A BLOODY FIGHT, BUT YOU'LL COME OUT ON TOP.


182
178
Kaim 1782 70
Seth 1382 70
Sarah 758 246
Mack 1190 155
Jansen 770 135

Powerus
2937
Kaim 1759 70
Seth 1458 90
Sarah 770 250
Mack 1190 165
Cooke 670 225


Party formation disrupted!
485
507
DAMAGE GUARD
102
DAMAGE GUARD

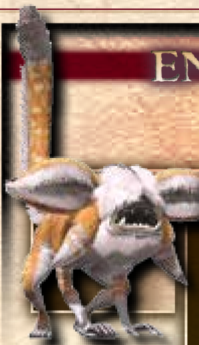
The Cover spell is good for only about one free hit from the Dinozaoro—but that turn is all a Zephyra-casting spellcaster may need to turn around a losing battle.

5 RETURN THE CROWN TO THE ELMON KING

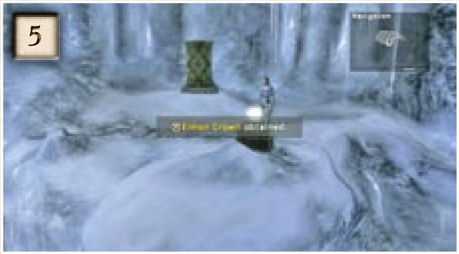
After defeating the boss, don't overlook the faint path that leads to a ledge where there's a treasure chest and a royal seal. The chest contains the Elmon Crown that the Elmon Leader was so convinced you had stolen. You can't return it to him directly, but the next time you battle an Elmon, leave it alive for a turn or two and it will swipe the crown without fail. Visit the Elmon Leader after its theft, and you'll find it sitting atop his head. The Crown has added a few new attacks to his repertoire (including All-Seal, so prepare accordingly by equipping your mages with Anti-Seal), and a *Mind Bangle* to his inventory. A chance to swipe the Mind Bangle (which teaches MP Max Up 2) is your only tangible reward for this fight, but if you win their respect, no Elmon will ever steal from you again.

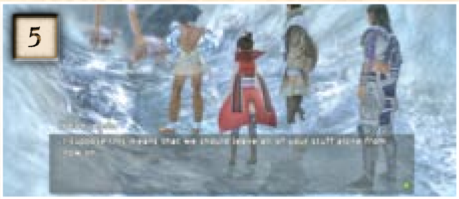
ENEMY

ELMON LEADER (W/CROWN)



HP:	6,000
TYPE:	NONE
ELEMENT:	EARTH
—	—
STEALS:	MIND BANGLE
	—
DROPS:	MIND BANGLE
	—
	—
	—


5
Elmon Crown obtained.



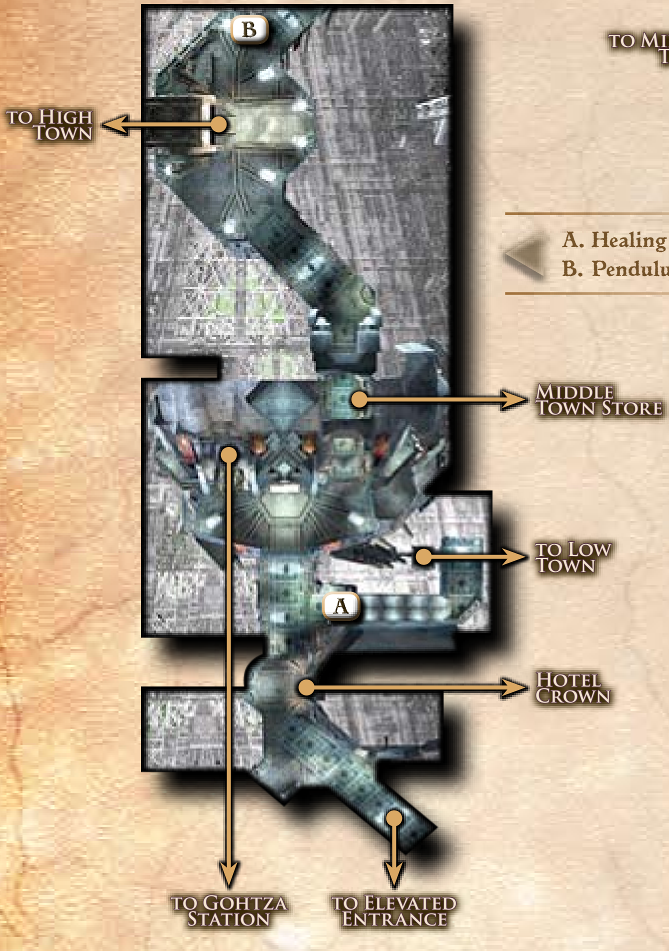
DISC 3 | CHAPTER 3-3

THE MAGIC INDUSTRY CITY OF GOHTZA

GOHTZA IS THE THIRD AND FINAL OF THE GREAT CAPITAL CITIES, AND ITS SCALE AND GRANDEUR WILL NOT DISAPPOINT. MING HAS COME TO FORGE A PEACE TREATY WITH THE KING, BUT SHE ISN'T THE ONLY ONE WITH PERSONAL BUSINESS HERE. EXPLORE GOHTZA WHILE YOU CAN—WHEN EVENTS BEGIN TO UNFOLD, THEY WILL DO SO AT A FRANTIC PACE.

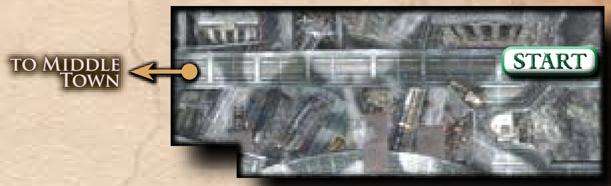
Middle Town & Low Town

Middle Town

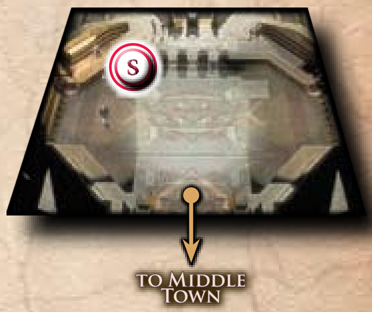

B
To High Town
Middle Town Store
To Low Town
A
Hotel Crown
To Gohtza Station
To Elevated Entrance

A. Healing Tank
B. Pendulum x3

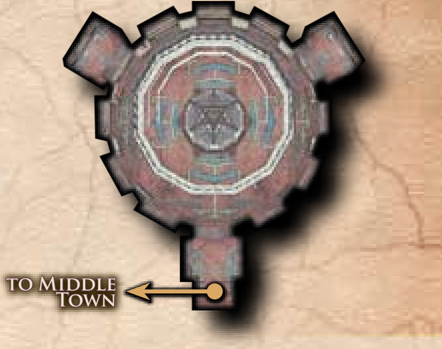
Elevated Entrance


To Middle Town
START

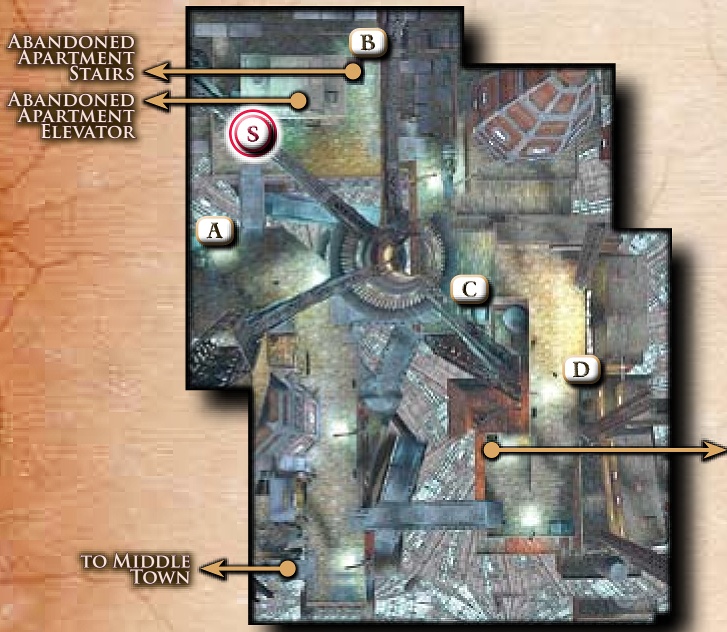
Hotel Crown


S
To Middle Town

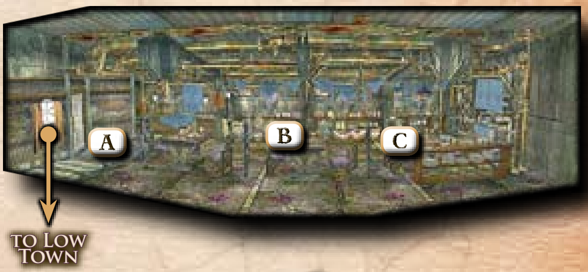
Middle Town Store


To Middle Town

LOW TOWN


ABANDONED APARTMENT STAIRS
ABANDONED APARTMENT ELEVATOR
B
S
A
C
D
ROSA'S RESTAURANT
TO MIDDLE TOWN

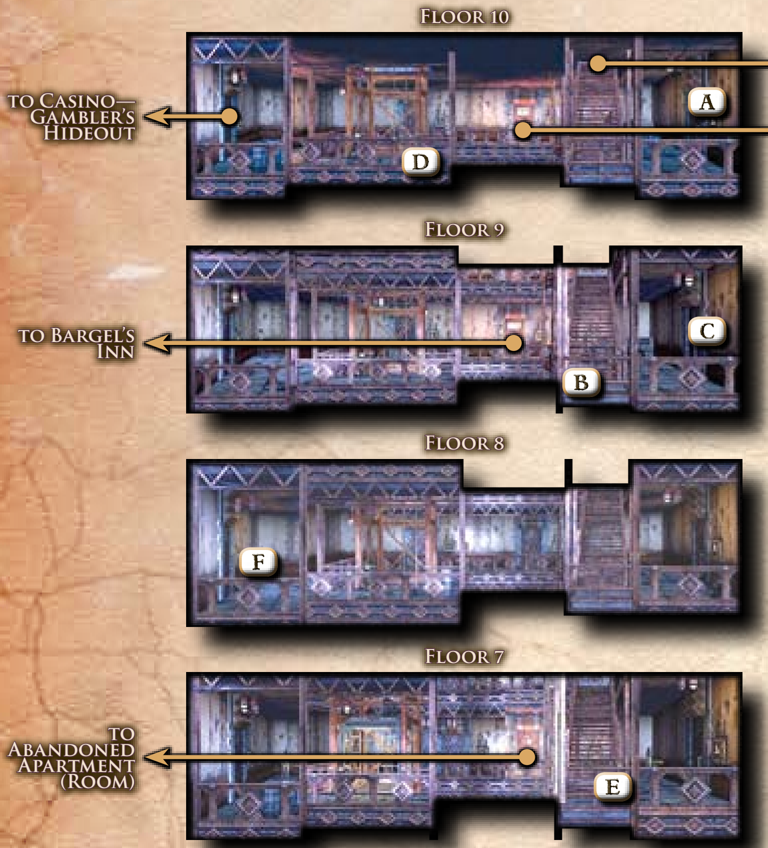
ROSA'S RESTAURANT


A
B
C
TO LOW TOWN

A. Aquara Bomb
B. Seed
C. Kelo-Oil x3

A. Mint Powder
B. 500G
C. Nutrition of the Earth x4
D. Blazing Ruby

ABANDONED APARTMENT


FLOOR 10
TO CASINO— GAMBLER'S HIDEOUT
A
D
ABANDONED APARTMENT STAIRS
TO RAIHEL'S GENERAL STORE
FLOOR 9
TO BARGEL'S INN
C
B
FLOOR 8
F
FLOOR 7
TO ABANDONED APARTMENT (ROOM)
E

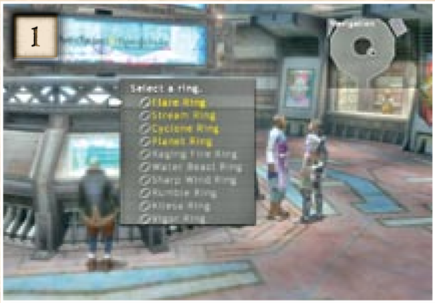
A. Gutsy Cloth x3
B. Seed
C. Seed
D. Grounda Bomb
E. Mana Prime
F. 1,000G
G. Incense of Distrust x5*
H. Shark Skin x4*
I. Life-Stealing Tooth x6*
J. Winda Bomb x3*
K. Innocence Ring and Innocence Baton**
L. Seed***

* In pots in Raihel's General Store (not shown)
**In pot in Casino–Gambler's Hideout (not shown)
***In pot in Bargel's Inn (not shown)

1 Loot While the Looting Is Good

You won't be able to hang out in Gohtza long, and after you leave it you may not be able to return to some of its areas. So if you hope to complete Gohtza's subquests and collect all of its items, explore the town thoroughly before you take the elevator to Gohtza Station.

Most of the interesting stuff is in Low Town, but the Middle Town Store is well worth a visit. Not only can you buy several weapon upgrades and ring-assembly components, but the ringmaker is finally offering a series of rings with level-2 enhancements. If you take a look at his recipes and decide you can't make any of them yet, think again—you can make all the rings necessary for the Flare, Stream, Cyclone, and Planet combinations simply by buying components at the Sigrum's Weapon Emporium counter. It's worth the trouble to make a full set—when your fighters are triggering three level-2 enhancements with each strike, you'll be dealing nearly double damage when you score Perfects!



Shop Details

Sigrum's Weapon Emporium

Weapons

Weapon	Power	Price
Full Blade	83	3,600
Lord Spire	24	3,500
Ether Torch	24	3,550
Chakra Arm	46	3,800

Accessories

Accessory	Enhancement	Price
Combat Teachings	Counter	700G
Earrings of Wisdom	Lv5 Black-White Magic	2,000G
Magic Trial Record	Lv2 Composite Magic	2,500G
Antidote Brooch	Anti-Poison	280G
Kelolon Earrings	Anti-Kelolon	550G
Alarm Clock	Anti-Sleep	480G
Stabilizer	Anti-Dizzy	520G
Yellow Band	Anti-Paralysis	450G
Warm Vest	Anti-Freeze	2,000G
Obsidian Spirit Band	Lv5 Spirit Magic	2,000G

Components

Component	Used in Ring	Price
Magma Fragment	Flame	30G
Crimson Treasure	Blaze	100G
Cold Water Stone	Aqua	30G
Rainbow Coral	Flux	100G
Wind Seal Leaf	Wind	30G
Tornado Leaf	Storm	100G
Quality Iron Sand	Earth	30G
Nutrition of the Earth	Tremor	100G
Beast's Horn	Beast	35G
Junk Parts	Jamming	50G
Mysterious Perfume	Daydream	125G
Insect Innards	Bio	25G
Sharp Beak	Aim	40G
Kelo-Oil	Kelo	150G
Hard Skin	Piercing	20G
Eastern Red Ore	Spirit	50G
Poison Oil	Poison	80G
Paraweed Thorn	Numbing	75G
Magic-Sealing Feather	Seal	100G
Seed of Terror	Fear	80G
Blinding Powder	Blinding	150G
Sandman's Seal	Sleep	25G
Magic-Luring Stone	Osmosis	50G
Sticky Tape	Poison, Anger	20G
Gutsy Cloth	Rage	100G
Bent Needle	Pickpocket	300G
Pumice of Despair	Shockwave	40G
Blood Sucking Needle	Draining	50G
Whetstone	Bruiser, Aim, etc.	15G
Beast Hide Rasp	Crusher	100G
Black Pearl Powder	Daydream	25G

Kessle's Tool Shop

Items

Item	Price
Healing Medicine	40G
Healing Herb	120G
Healing Tank	360G
Mana Herb	60G
Mana Capsule	180G
Antidote	15G
Kelo-Vitamin	30G
Smelling Salts	35G
Anti-Paralysis Herb	20G
Mint Powder	25G
Blazing Ruby	45G
Angel's Plume	150G
Flare Bomb	100G
Flara Bomb	500G
Aqua Bomb	100G
Aquara Bomb	500G
Wind Bomb	100G
Winda Bomb	500G
Ground Bomb	100G
Grounda Bomb	500G

Magic

Spell	Spell Book	Price
Shieldus	Lv5 White	1,500G
Barricadus	Lv5 White	1,500G

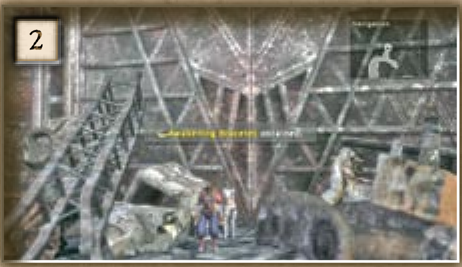
The Ringmaker's Recipes (Level 2)

Combined Rings

Combined Ring	Ring 1	Ring 2	Ring 3
Flare Ring	Blaze	Crusher	Rage
Stream Ring	Flux	Crusher	Rage
Cyclone Ring	Storm	Crusher	Rage
Planet Ring	Tremor	Crusher	Rage
Raging Fire Ring	Blaze	Hunter	Container
Water Beast Ring	Flux	Dinosaur	Pickpocket
Sharp Wind Ring	Storm	Gouging	Devour
Rumble Ring	Tremor	Alchemist	Crusher
Kilesa Ring	Venom	Inertia	Blackout
Vigor Ring	Dread	Rage	Destruction

2 Deliver a Message to the Gates of Khent

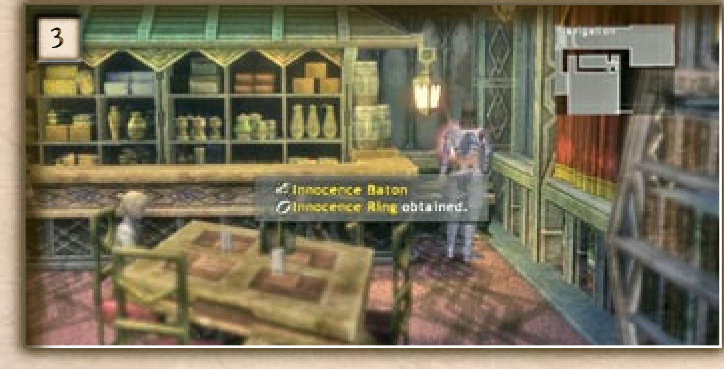
Speak to the trio of Khent soldiers near the Abandoned Apartment in Gohtza's Low Town. They'll ask you to deliver a message to a guard stationed at the Gates of Khent, which is a city you unlocked when you completed the Ice Canyon. Leave Gohtza, select the City of Khent, and deliver your message to the Khent soldier Gilghef. He'll reward you with an *Obsidian Spirit Band* accessory. You'll also find a treasure chest outside of the city gates that holds an *Awakening Bracelet*.



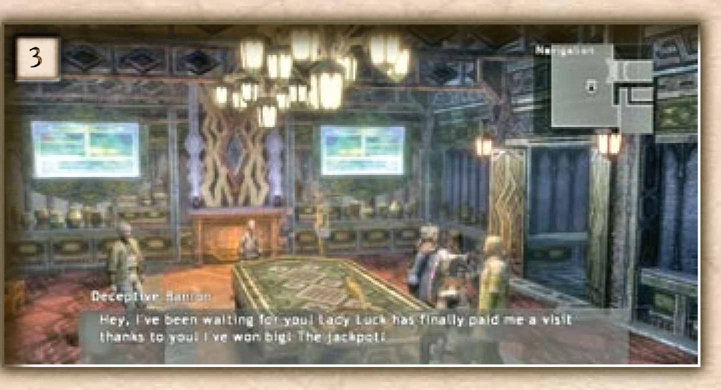
3 CHASE A BAD BET UNTIL IT PAYS OFF

The Abandoned Apartment is full of surprises. Enter through the rear staircase to grab a few hidden items (including two Seeds), then return to Low Town and take the elevator down to the 10th floor. There you'll find a general store (which contains plenty of hidden items, but nothing to buy) and a secret casino. Give the casino a thorough search to turn up an Innocence Ring and Jansen's Innocence Baton, then talk to the gambler at the table. He'll ask for a loan to feed his gambling habit; you can offer the loan in 100G, 500G, or 1,000G amounts. In exchange, he'll hand over Signed Loan Papers.

Every time you leave the casino and re-enter, the gambler will ask for more money, and you can either give it to him or demand that he give back what you've already loaned him (with a tiny amount of interest). If you loan him money 10 times, he'll finally hit the big jackpot and repay the debt fivefold. (So if you loan him 1,000G every time, you'll ultimately get 50,000G back.) Most importantly, you'll have learned a valuable lesson about how to quintuple your money by giving it to degenerate gamblers.



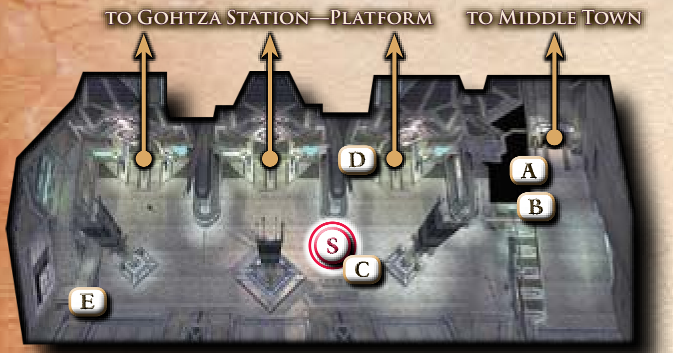
Innocence Baton
Innocence Ring obtained.



Deceptive Banton
Hey, I've been waiting for you! Lady Luck has finally paid me a visit thanks to you! I've won big! The jackpot!

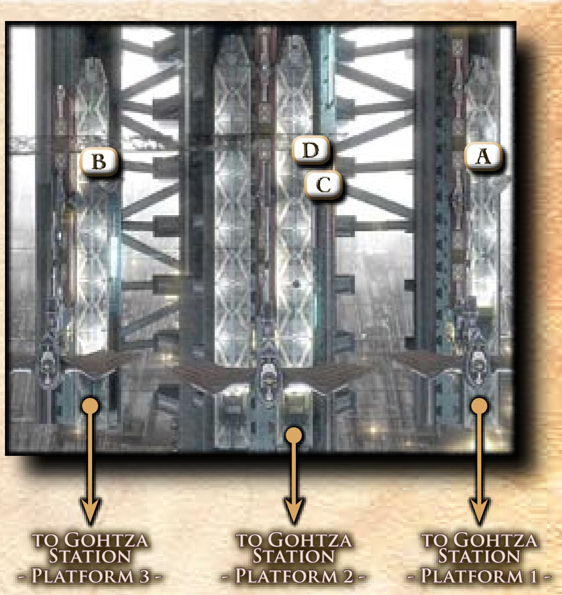
GOHTZA STATION & HIGH TOWN

GOHTZA STATION



A. Whetstone x4
B. Seed
C. Magic Crystal x3
D. Loud Bell x4
E. Aquara Bomb

GOHTZA STATION—PLATFORM

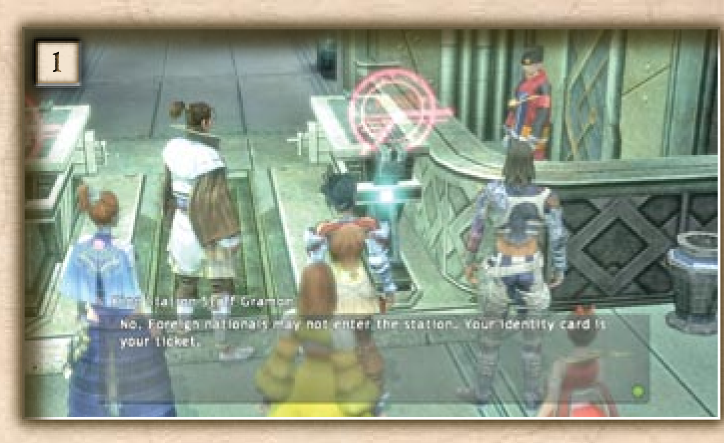

A
B
C
D
TO GOHTZA STATION - PLATFORM 3 -
TO GOHTZA STATION - PLATFORM 2 -
TO GOHTZA STATION - PLATFORM 1 -

A. Circular Dance Discus and Circular Dance Ring
B. Flara Bomb
C. Dark Flame x4
D. Mana Prime

1

THREE TRAINS OUT OF GOHTZA

When you're done exploring, take the elevator from Middle Town to Gohtza Station, where you'll be turned away for not having the appropriate ID. Then head north toward the elevator to High Town, where Kaim will run into someone he knows. Kaim and Sarah will quickly separate from the party to pursue the man while Cooke and Mack run off to get a closer look at Gohtza's amazing trains. The series of events that follows will have you switching between the three parties.

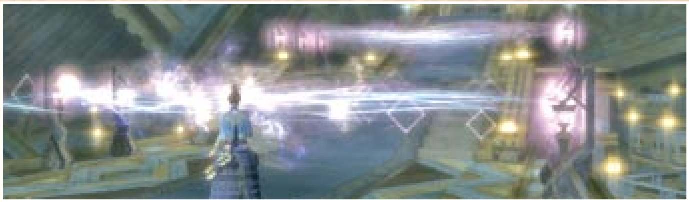


Gohtza Station Staff Gramor

No. Foreign nationals may not enter the station. Your identity card is your ticket.

SETH'S PARTY (PART 1)

Take the elevator to High Town, where Ming can get you past the guards. There are no hidden items or interesting people to talk to, so head straight to the palace, where the king will set up a series of barriers to test Ming. Clear them with the A button, and don't worry when the third barrier pushes you back—each set of barriers can be cleared only on the second try.



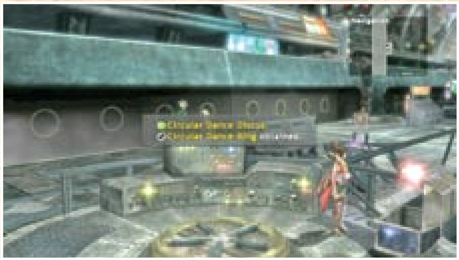
KAIM'S PARTY (PART 1)

Follow the hooded man to the Apartment Building, and take the elevator to the 7th floor. You'll find the hooded man waiting in an abandoned room there.

COOKE'S PARTY (PART 1)

After Cooke and Mack sneak past the ticket-taker, they'll be able to loot the three remaining treasures in Gohtza Station. You'll also find a save spot and a shop with the same stock as the one in Middle Town. If you haven't bought the Barricadus and Shieldus spells, do so now—you may never get another chance.

Take the escalator to platform 1, where you'll find Mack's Circular Dance Discus and a Circular Dance Ring, then to platform 3, where an elderly woman will tell the kids about the Aurora. Return to platform 1 and hop onboard the train. Oh, Cooke . . . this is not going to end well.



SETH'S PARTY (PART 2)

Head to Gohtza Station, where you'll rejoin Kaim's party. Kaim can get you past the ticket-taker and even past the guards at platform 2, where the two parties will split up again.

KAIM'S PARTY (PART 2)

After the event scenes push you back to the station, return to platform 2 to snag the final two items in Gohtza station. Then go to platform 3, where the concerned grandparents will hijack the last remaining train to go after Cooke and Mack. The Gohtza Transit Authority will put up with that sort of thing from misguided kids, but not from 1,000-year-old immortals. Prepare for an armed response.

ENEMIES

STRIKER

HP:	515
Type:	Mechanical
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

LAND WALKER

HP:	515
Type:	Mechanical
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

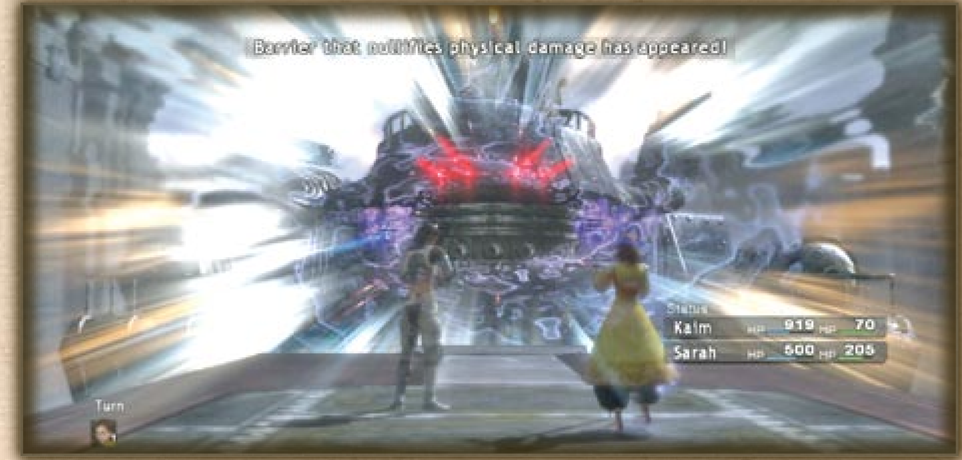
ARMORED TRAIN

HP:	5,500
Type:	Mechanical
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

In the first battle, Kaim can swat foes with physical attacks and a Lotus Ring while Sarah blasts them with spells. If your characters aren't equipped with skills they need, remember that you can change your equipment at any time—say, by giving Sarah the Earrings of Wisdom she needs to use both White Magic and Black Magic.

Your foes will be too far away to physically strike in the second battle, so have Kaim use bombs or equip a spellcasting accessory. Save the External Engine Unit for last, as it will discharge MP-recovery energy every turn until it is destroyed.

The final battle is against the mighty Armored Train, which can cast a protection spell on itself that makes it immune to physical attacks. Equip Kaim with an accessory that will let him cast spells—Spirit Magic spell Gamble is a nice choice since its power will not be affected by Kaim's poor Magic Attack stat.


Barrier that nullifies physical damage has appeared!

Seth's Party (Part 3)

After a series of event scenes, control will switch from Seth to a surprise guest star. Lead that character to the podium (you can't go anywhere else), deliver your speech, and then hop into the portal that will take you to Grand Staff. There, test the acolytes in battle by cycling through every spell you can cast. Take note of which spell kills which color of acolyte—that's the whole point of this exercise.

1580
MISS
MISS
Status
Gongora HP 1580

Open your eyes, my acolytes, and hear my orders.

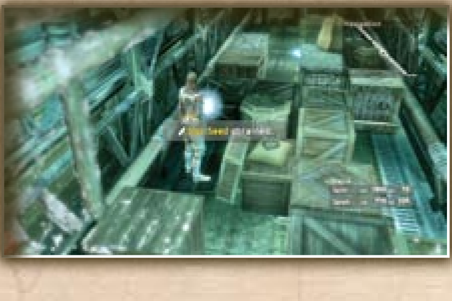
Kaim's Party (Part 3)

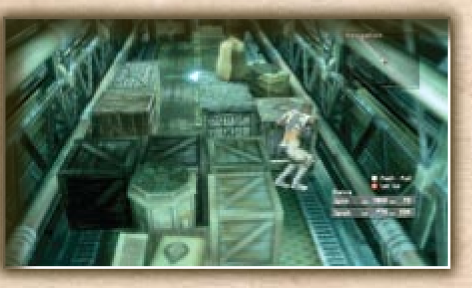
Now on the Aurora-Bound Train, you'll be able to heal and save your game. Do both—things could get hairy.

In the first car, you'll battle a Glacier Fragment and a Glacier Beast. Your gamer instincts tell you to fight ice with fire, but they're wrong; as Water-types, both enemies are vulnerable to Ground. Have Kaim equip a Planet Ring while Sarah casts Grounda, and target the Glacier Beast first—its Ice Fang attack can be brutal.

Status
Kaim HP 1800 MP 70
Sarah HP 770 MP 280

In the next car you'll need to move quickly to avoid the spreading ice. But don't move so quickly that you miss the *Slot Seed* glittering on the ground! Grab it, then push the crates away to make a path through the car. Only the metallic crates with the diamond pattern on top can be pushed, so don't waste time trying to grab the wood crates.


Slot Seed obtained.



ENEMIES

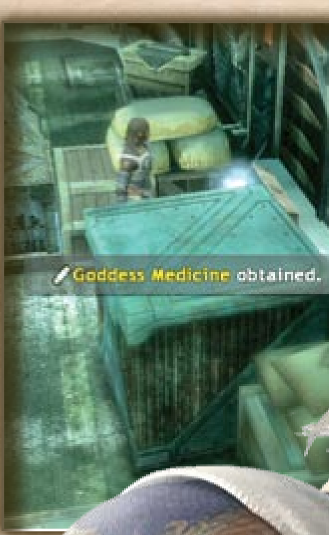
GLACIER FRAGMENT

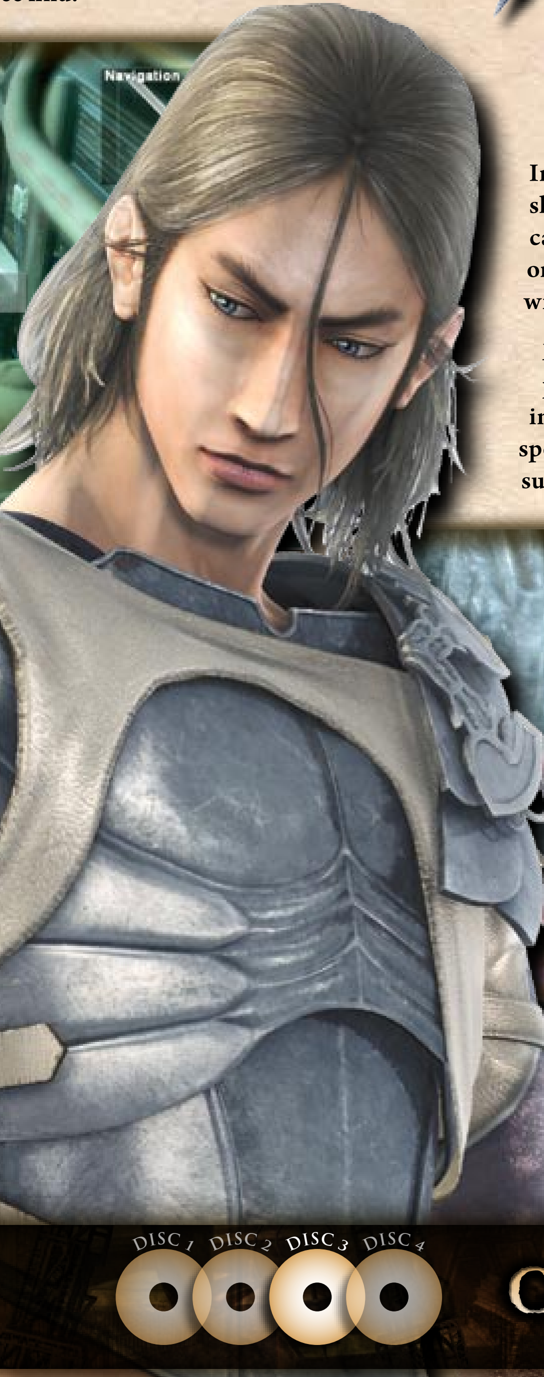
HP:	640
TYPE:	MAGIC
ELEMENT:	WATER
—	—
STEALS:	—
	—
DROPS:	THIEF'S CHARM
	—
	—
	—

GLACIER BEAST

HP:	640
TYPE:	MAGIC
ELEMENT:	WATER
—	—
STEALS:	—
	—
DROPS:	TORNADO LEAF
	—
	—
	—

In later cars, the pushing puzzles get a little trickier. Remember that you can pause to figure out when to push and when to pull. Don't miss the hidden chest near the end of the second crate-pushing car; it'll take some work to get to it, but its *Goddess Medicine* is a nice find.


Goddess Medicine obtained.



In the penultimate car, take the time to read the shining note; you'll learn that the door to the caboose is password-locked. Each of the four notes on the wall will tell you one digit; pause the game to write them down. Or don't. The password is 9240.

Make sure you're at full health before you enter the password, because you'll face three Glacier Beasts in the caboose. After blasting one with a Grounda spell, Sarah may need to switch to healing duties to survive the onslaught of Ice Fang attacks.

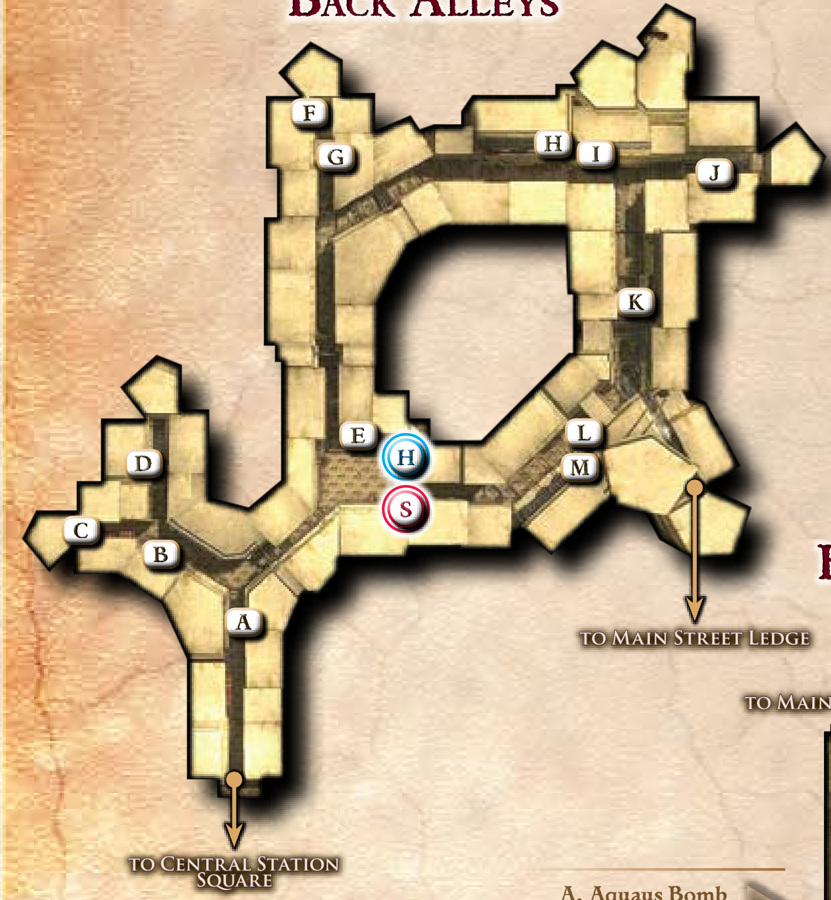
DISC 3 | CHAPTER 3-4

THE NEW KINGDOM OF UHRA

King Tolten has made it safely back to his kingdom, but he isn't being welcomed with open arms. Worse yet, Seth has joined him as an uninvited companion, and she cares about nothing but rescuing Sed, the notorious pirate whose capture was one of Tolten's few accomplishments as king.

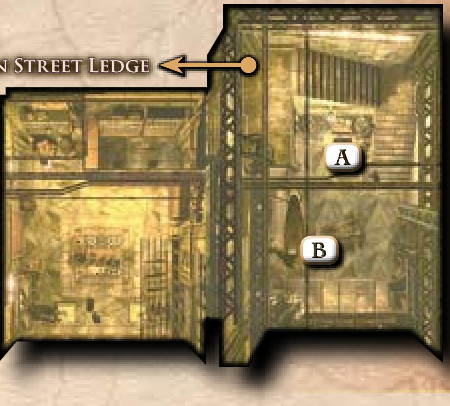
The Back Alleys of Uhra

Back Alleys


F
G
H
I
J
K
E
H
S
L
M
D
C
B
A
To Main Street Ledge
To Central Station Square

A. Sticky Tape x3
B. Pendulum x3
C. Seed
D. Smelling Salts
E. 500G
F. Poisonous Red Snake x3
G. Seed
H. Power Drink
I. Healing Herb
J. Healing Tank
K. Cure-All
L. Mana Capsule
M Groundus Bomb
N. 500G*
*On Main Street ledge (not shown)

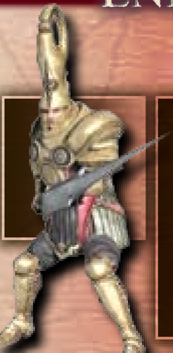
Barkus' Weapon and Armor Emporium


To Main Street Ledge
A
B

A. Aquaus Bomb
B. Seed

ENEMIES

UHRAN INFANTRY



HP:	200
TYPE:	NONE
ELEMENT:	NONE
—	—
STEALS:	SEED OF TERROR
	MANACLES OF DESPAIR
DROPS:	GUTSY CLOTH
	SEED OF TERROR
	MIRROR STONE OF FEAR
	—

GUARD DOG

HP:	200
TYPE:	BEAST
ELEMENT:	NONE
—	—
STEALS:	SANDMAN'S SEAL
	DEMON SCULPTURE
DROPS:	BEAST HIDE RASP
	SANDMAN'S SEAL
	NIGHTMARE SEAL
	—

GOLD KELOLON

HP:	270
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	KELO-OIL
	KELOLON HEART
DROPS:	KELO-OIL
	KELO-HELMET
	KELOLON HEART
	—

KELOLITA

HP:	480
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	MAGIC-SEALING FEATHER
	SPENT MAGIC ENGINE
DROPS:	MAGIC-SEALING FEATHER
	SEAL CROSS
	—
	—

1

THE KING OF UHRA AND THE PIRATE QUEEN

The teleportation spell that snared Seth and Tolten has warped them straight to Uhra's Central Station Square. You'd think that would be good news for the King of Uhra, but his subjects have bought into Gongora's lies, and Uhran soldiers will attack him on sight. Fortunately, they should be no match for Seth and Tolten. Furnish Tolten with a good ring and a useful accessory like the Power Bangle, and get Seth linking Tolten's skills right away. Persistence is a good place to start.

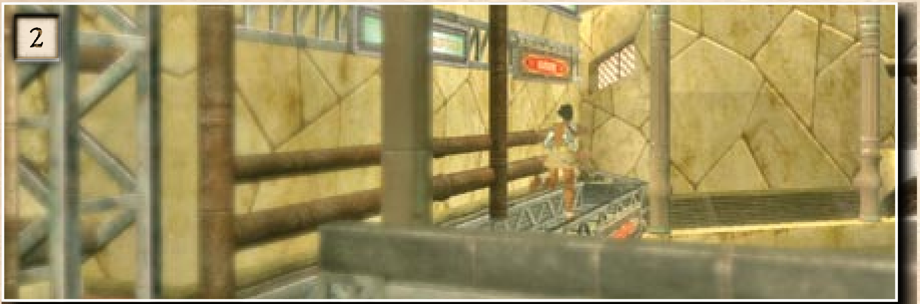
Seth

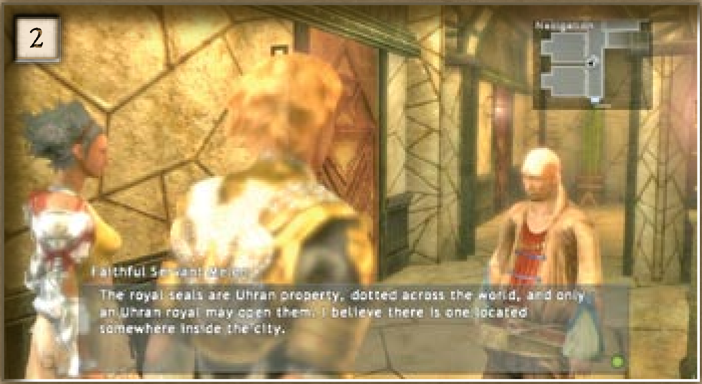
These kinds of secret corridors are actually a lot more convenient than the normal roads. Come on, you'll get left behind if you don't hurry up.

2

TRAVERSING UHRA'S SECRET PATHWAYS

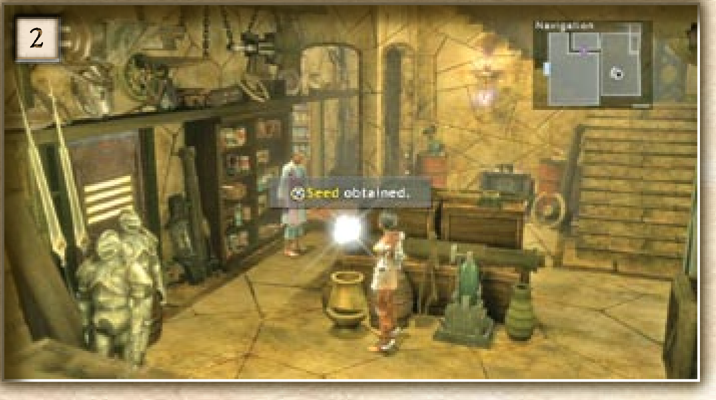
The main streets of Uhra are too dangerous, so Seth will lead Tolten into a new Back Alley area. There you'll find a save spot, a heal spot, and a dozen hidden items. The encounter rate here is quite low, so explore to your heart's content. When you're ready to move on, climb the ladder at point 1 to reach a ledge that leads into Uhra's Main Street. The first door on the ledge leads to the upper story of Tolsan's Inn, where one of his majesty's former attendants will teach Tolten how to open the royal seals that you've encountered throughout your adventure. He'll also hand over the *Talisman* accessory, which contains the excellent Absorb Magic skill. The second door leads to the rear of Barkus' item shop, where you can buy basic supplies, cut deals with the ringmaker, and loot a few hidden items.





Faithful Servant [illegible]

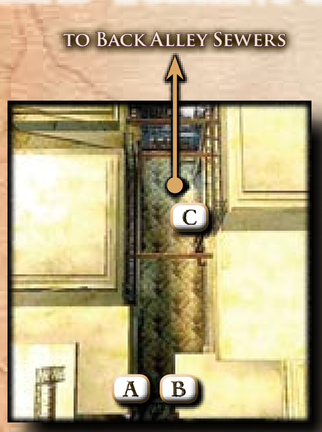
The royal seals are Uhran property, dotted across the world, and only an Uhran royal may open them. I believe there is one located somewhere inside the city.



Seed obtained.

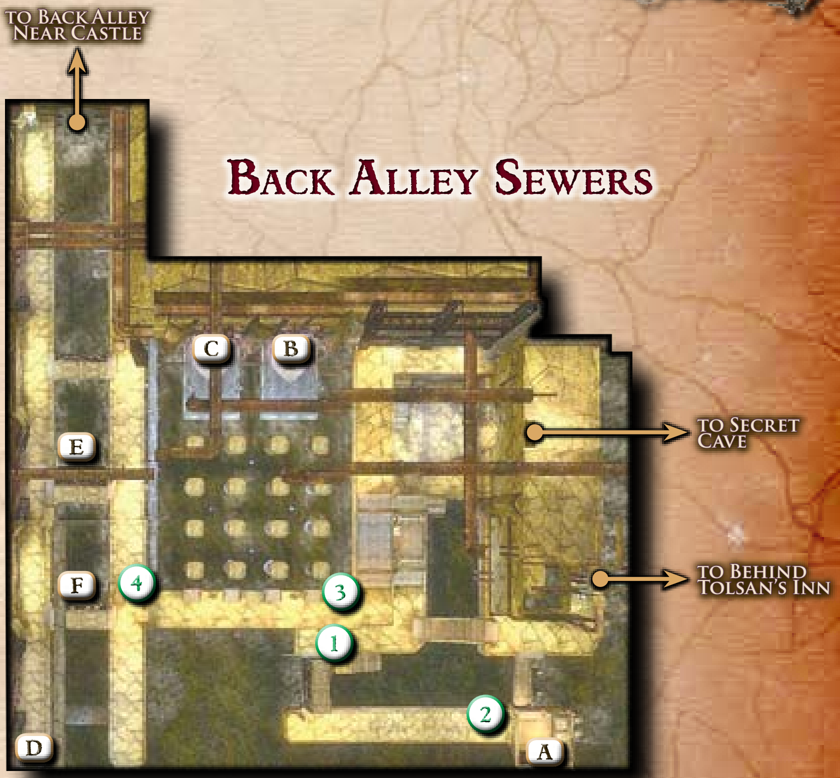
THE SEWERS OF UHRA

BEHIND TOLSAN'S INN


TO BACK ALLEY SEWERS
C
A
B

- A. Jet Black Cloth x4
- B. Seed
- C. 500G

BACK ALLEY SEWERS

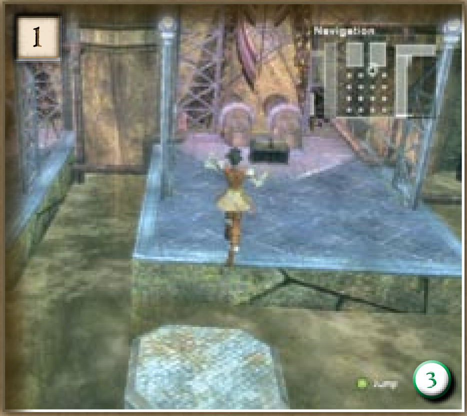

TO BACK ALLEY NEAR CASTLE
C
B
E
TO SECRET CAVE
F
4
3
TO BEHIND TOLSAN'S INN
1
2
D
A

- A. Healing Tank
- B. Thief Key Ring x3
- C. Flarus Bomb
- D. Nightmare Seal x4
- E. Goddess Medicine
- F. All-Curse [spell]

1

TAKE A SHORTCUT THROUGH THE SEWERS

Slip out through the back door of Tolsan's Inn, and you'll find an entrance into the sewers. Barred gates are blocking your progress to the north, so you'll need to find a way around it. Close the sluice gate at point 1, and then open the sluice gate at point 2. That will drain the water out of this section of the map, revealing a set of stairs that will take you right past the barred gates. Before you head west, check out the small passage to the east, which leads to a balcony over an area known as the Secret Cave. Grab the three *Kelo-Helmets* from the chest and return to the sewers—there's no way down from here.

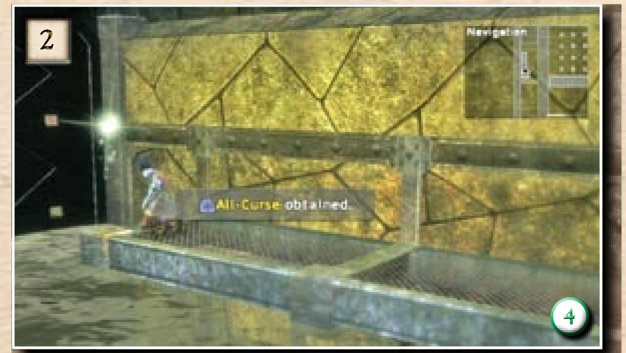

1
Navigation
3

You can hop across these metal platforms to reach the treasure chest at the end. To get the one on the left, press the switch at point 3 to lower the high platforms.

1
Navigation
2

2 FISHING TREASURE OUT OF THE POOLS

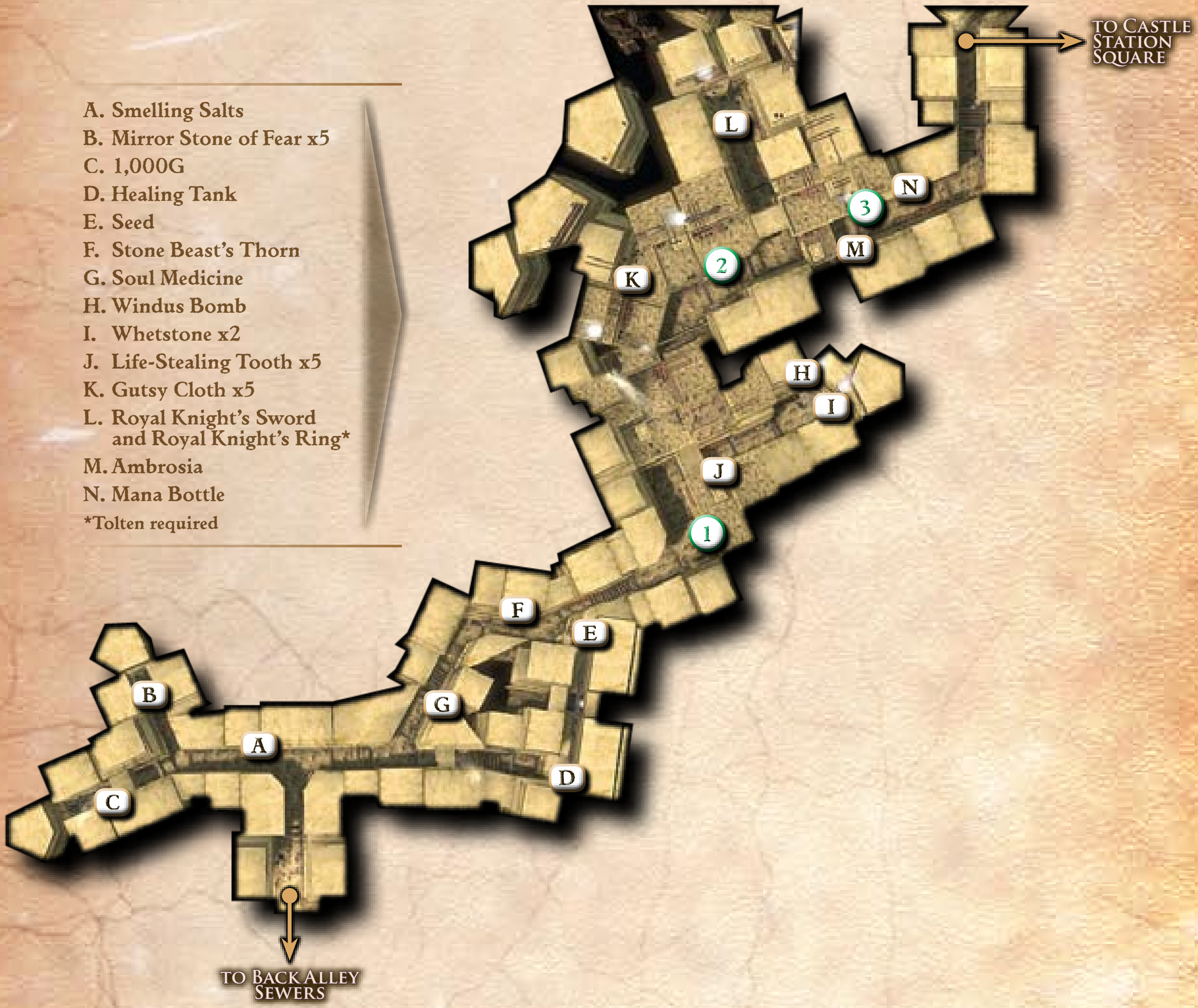
Are those the sparkles of items you see in the water pools west of point 4? Indeed they are, and you'll need to carefully manipulate the three sluice gates here to get them. The water flows from the north, so shutting the farthest-north gate and opening the other two will drain all the water, allowing you to climb into the upper pool and grab a Goddess Medicine. However, you can only climb halfway down in the lower pool, so you'll need to manipulate the water so that pool's item floats up to the halfway mark. To do so, close all the gates (if both pools aren't empty, open and close the lower gates to empty them). Next, open just the northernmost gate, which will fill the upper pool with water, and then close the gate again. Now open the middle gate, which will cause half the water to flow from the upper pool to the lower pool, floating the All-Curse spell to the same level as the lower-pool ledge.



All-Curse obtained.

OUTSIDE OF UHRA CASTLE

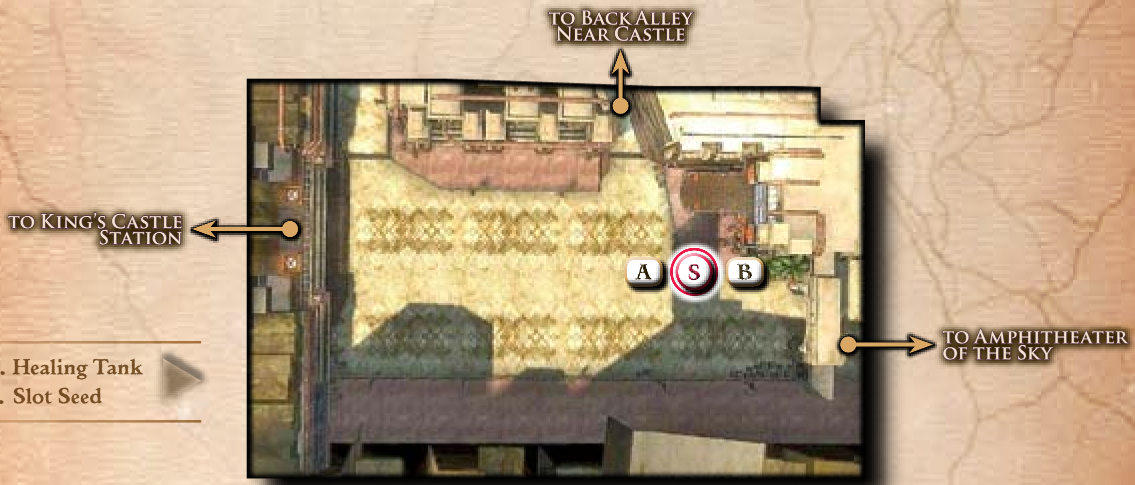
BACK ALLEY NEAR CASTLE



- A. Smelling Salts
- B. Mirror Stone of Fear x5
- C. 1,000G
- D. Healing Tank
- E. Seed
- F. Stone Beast's Thorn
- G. Soul Medicine
- H. Windus Bomb
- I. Whetstone x2
- J. Life-Stealing Tooth x5
- K. Gutsy Cloth x5
- L. Royal Knight's Sword and Royal Knight's Ring*
- M. Ambrosia
- N. Mana Bottle

*Tolten required

CASTLE STATION SQUARE



A. Healing Tank
B. Slot Seed

1 A ROYAL CACHE FOR KING TOLTEN

You'll exit the sewers in a new area near the castle, where once again you'll find many hidden items and only a few Uhran guards to stop you. After collecting all of the treasures at the street level, climb the ladder at point 1 and proceed along the rooftops. Descend at the first ladder you pass (point 2) and turn into a darkened alleyway to find the first Royal Seal. It will dissipate at Tolten's touch, revealing a powerful sword upgrade for Tolten, and an accompanying ring. Then head back up to the rooftops and descend near point 3. Continue along the path to exit into a public square, where you'll find a save spot and a chest that reveals a Slot Seed.

ENEMIES

UHRAN INFANTRY

HP:	980
TYPE:	NONE
ELEMENT:	NONE
—	—
STEALS:	—
	—
DROPS:	—
	—
	—
	—

GOHTZAN INFANTRY

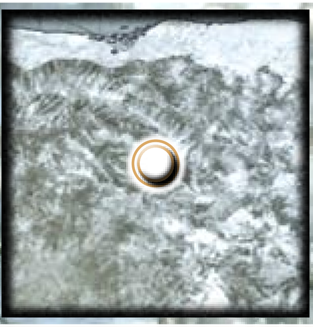
HP:	980
TYPE:	NONE
ELEMENT:	NONE
—	—
STEALS:	—
	—
DROPS:	—
	—
	—
	—

2 BLAZE A TRAIL THROUGH THE BATTLEFIELD

A battle will break out in the Amphitheater of the Sky, pitting unusually tough Uhran Infantry soldiers against equally strong Gohtzan Infantry. All you want to do is cross the screen to the grey pit area where all of the prisoners are waiting, but in the chaos of battle, that won't be easy. Every fight you trigger here will consist of equal numbers of Uhran and Gohtzan troops, and they're just as happy to attack each other as they are to attack you. Dish out your pain equally, because if one side dies early, the other side will have no choice but to turn their blades on you. Heal up in the few steps between battles, because the final challenge is a tough one with three soldiers on each side.

DISC 3 | CHAPTER 3-5

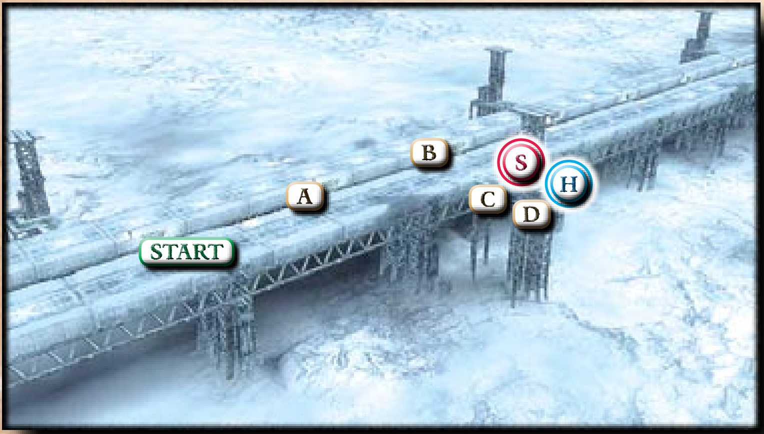
THE ICY RUINS OF GOHTZA



While Seth enjoys Uhra's balmy climate, the rest of the party is scattered in the frozen-over remains of Gohtza. Mack and Cooke are searching desperately for Kaim and Sarah on the eastern tracks, while Jansen and Ming have found their way to the ruins of Gohtza City.

The Frozen Tracks

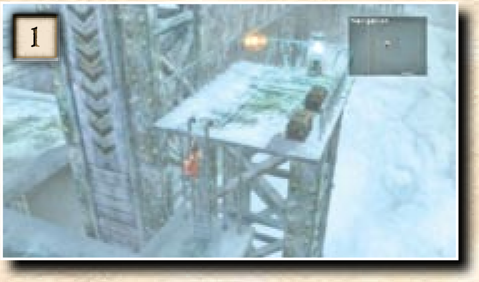
Snow-Covered Trail



A. Healing Herb
B. Blazing Ruby
C. Seed
D. Shark Skin x5

1 Cooke and Mack Battle for Survival

After running a few steps to the south to rouse her fallen brother, Cooke will want to turn around and lead her small party north, into the biting wind. Turn from the path only to search for items in the glowing boxes beside the tracks, and to climb the ladder to a side platform that contains a save spot, a healing spot, and two treasure chests. Equip Cooke with an accessory that will let her cast Black Magic spells against the foes you encounter, and be sure to heal after every fight.



ENEMIES

ALRAUNE

HP:	670
Type:	Magic
Element:	Water
—	
Steals:	Flower of Suspicion Vampire Bottle
Drops:	Blood Sucking Needle Life Stealing Tooth Pumice of Despair Incense of Distrust

WHITE TERROR

HP:	1,190
Type:	Beast
Element:	Earth
—	—
Steals:	Gutsy Cloth Blood Cloth Crystal
Drops:	Quality Iron Sand Nutrition of the Earth Beat Stone —

GLACIER FRAGMENT

HP:	640
Type:	Magic
Element:	Water
—	—
Steals:	Healing Herb Replica Staff
Drops:	Cold Water Stone Rainbow Coral — —

GYAPLOS

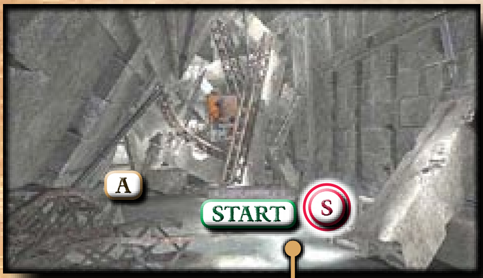
HP:	880-920
Type:	Beast
Element:	Wind
—	—
Steals:	Beast Hide Rasp Guardian Ore
Drops:	Wind Seal Leaf Tornado Leaf Beast's Horn Raging Beast's Eye

GLACIER BEAST

HP:	640
Type:	Magic
Element:	Water
—	—
Steals:	Mysterious Perfume Replica Staff
Drops:	Mysterious Perfume Magic Crystal — —

THE RUINS OF GOHTZA

OLD GOHTZA—SCRAP DUNGEON

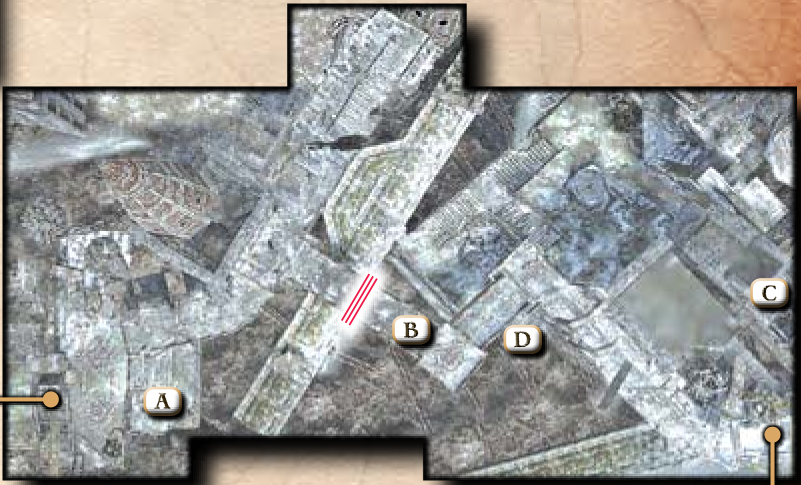


TO OLD GOHTZA—WESTERN DISTRICT

A. Ambrosia

OLD GOHTZA—WESTERN DISTRICT

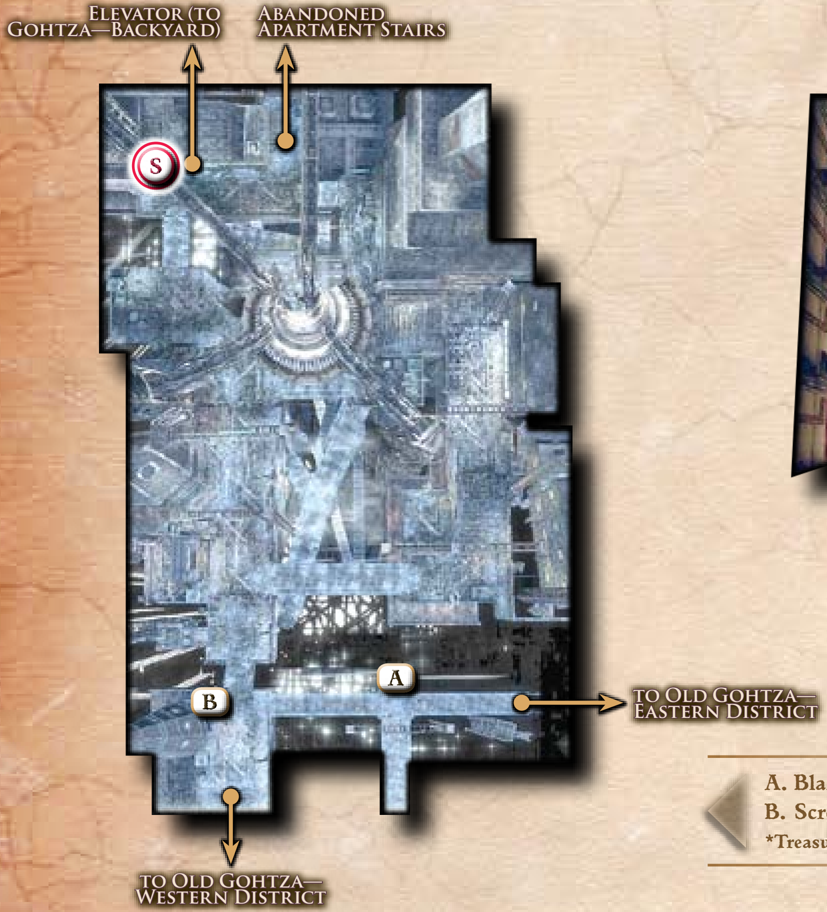
A. Soul Medicine
B. Cure-All
C. Slot Seed
D. Life Stealing Tooth x6



TO OLD GOHTZA—SCRAP DUNGEON

TO GOHTZA—LOW TOWN

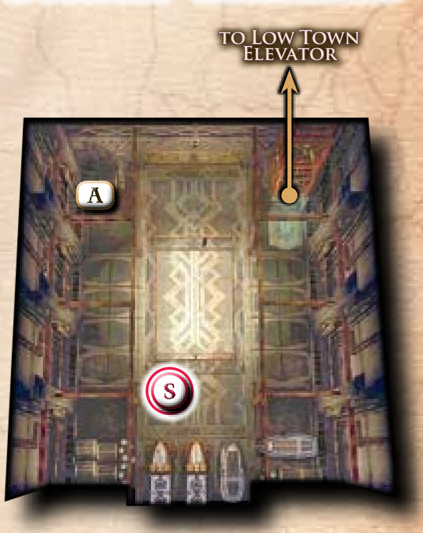
GOHTZA–LOW TOWN


ELEVATOR (TO GOHTZA—BACKYARD)
ABANDONED APARTMENT STAIRS
S
A
B
TO OLD GOHTZA—EASTERN DISTRICT
TO OLD GOHTZA—WESTERN DISTRICT

- A. Blazing Ruby
- B. Scroll of Balance*

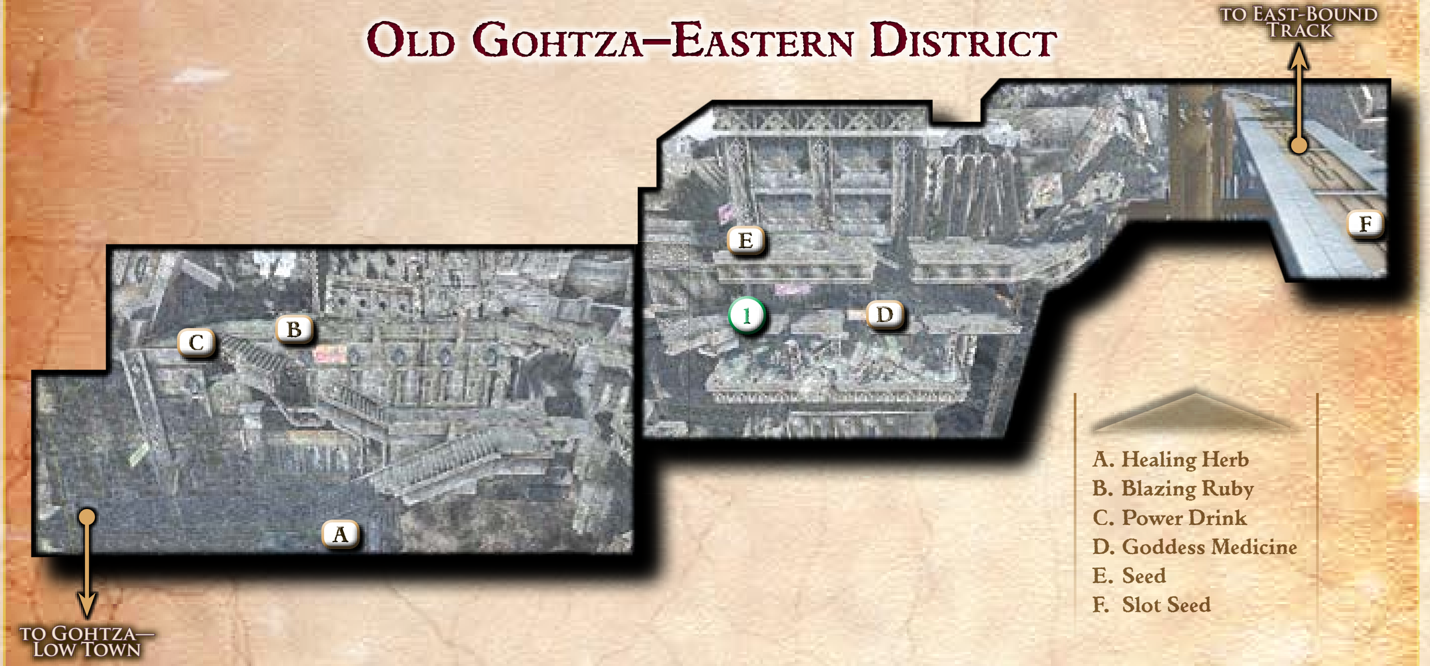
*Treasure-hunting clue required

GOHTZA–BACKYARD


TO LOW TOWN ELEVATOR
A
S

- A. Slot Seed

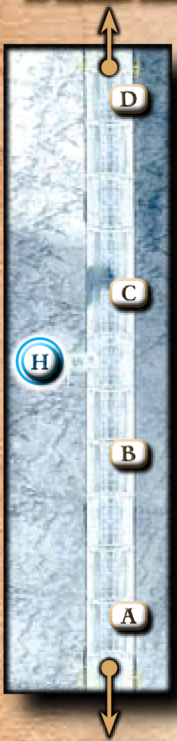
OLD GOHTZA–EASTERN DISTRICT


TO EAST-BOUND TRACK
A
B
C
D
E
F
1
TO GOHTZA—LOW TOWN

- A. Healing Herb
- B. Blazing Ruby
- C. Power Drink
- D. Goddess Medicine
- E. Seed
- F. Slot Seed

EAST-BOUND TRACK

TO FROZEN TRAIL



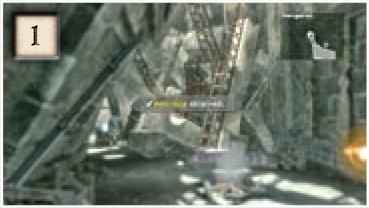
TO OLD GOHTZA—EASTERN DISTRICT

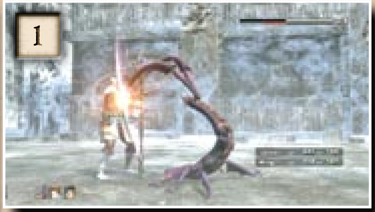
1

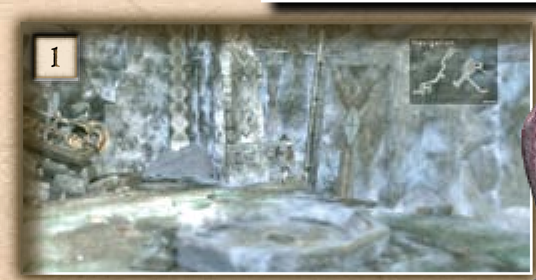
A TOUR THROUGH THE RUINS OF GOHTZA

Jansen's scrap dungeon ain't pretty, but it's well equipped. There's a save spot, a bed you can sleep in, and if you ram the rubble on the left side of the cave, a hidden chest with a bottle of Ambrosia inside. When you head outside, you'll find Ming waiting, and she'll be Jansen's constant companion for this part of the game. Let Jansen impress his lady love by standing out front (he is the heartier of the two), and give him a shot at survival by equipping him with the Amulet and Sword Teachings accessories—between Absorb Attack and Weapon Guard, he should be able to survive several rounds of attacks from the Clipper foes that roam Gohtza's ruined Eastern District.

A. Mana Capsule
B. Blazing Ruby
C. Seed
D. Beast Hide Rasp







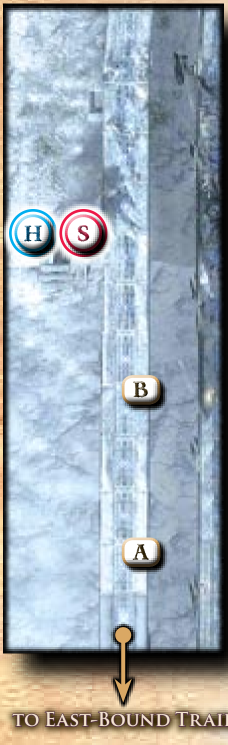
When you reach this point in the Eastern District, don't miss the thin passage that leads to a chest that bears a Slot Seed!

ENEMY

CLIPPER

HP:	830
TYPE:	HARDENED
ELEMENT:	EARTH
—	—
STEALS:	HARD SKIN
	MIGHTY CARAPACE
DROPS:	HARD SKIN
	SHARK SKIN
	—
	—

FROZEN TRAIL



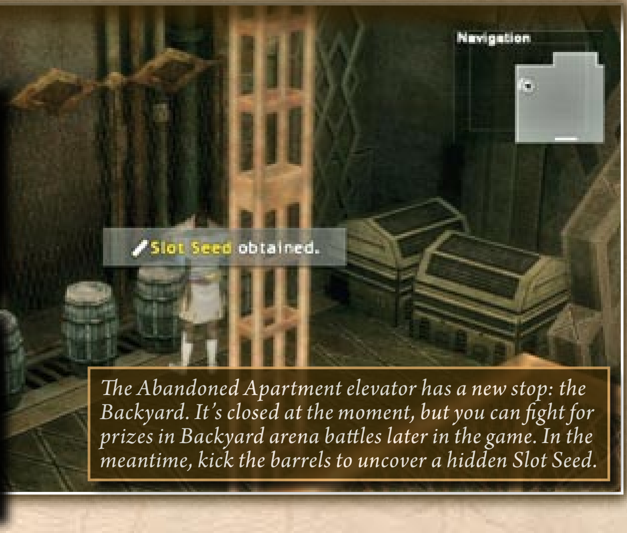
TO EAST-BOUND TRAIL

2

A HELPFUL TIP IN LOW TOWN

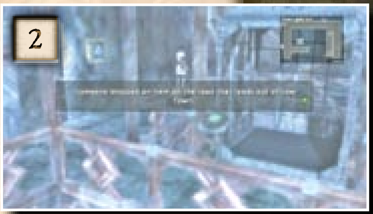
Low Town looks a whole lot chillier, but otherwise hasn't changed much. You can pick up any items you missed in the city, although the door to Rosa's Restaurant is frozen over. You can visit all the rooms in the Abandoned Apartment, and even loan money to your favorite compulsive gambler. But the best reason to visit that chilly apartment building is right outside the casino—talk to the guy behind the elevator to get a treasure-hunting tip that will point you to a Scroll of Balance hidden right here in Low Town.

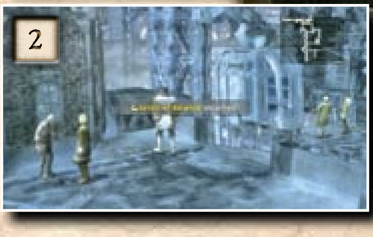
A. Cure-All
B. Warrior's Armband



Slot Seed obtained.

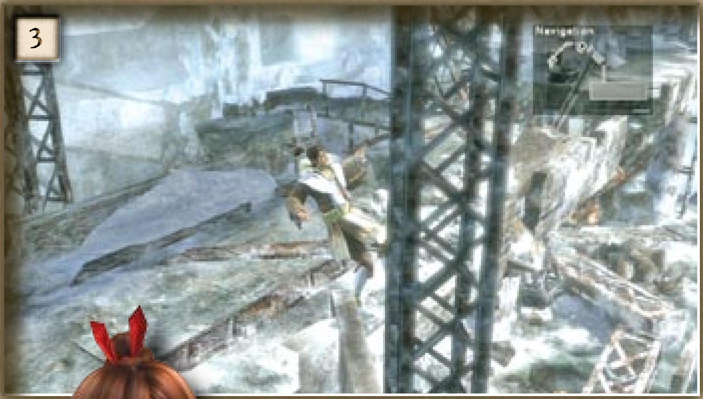
The Abandoned Apartment elevator has a new stop: the Backyard. It's closed at the moment, but you can fight for prizes in Backyard arena battles later in the game. In the meantime, kick the barrels to uncover a hidden Slot Seed.

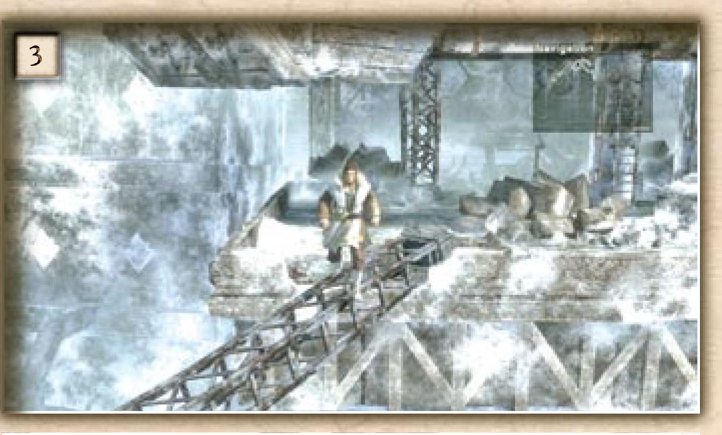


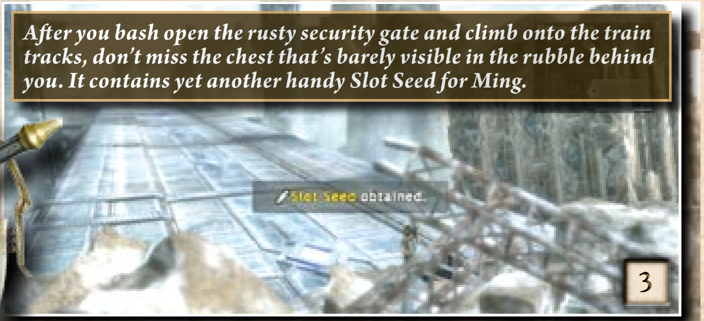


3 ONWARD THROUGH THE EAST DISTRICT

Leave Low Town via the new bridge to the east, which connects to the crumbling Eastern District. You'll have to take a circuitous route by climbing ladders and leaping over gaps in the floor, but you can make things easier for future trips by ramming the rigging at point 1 to create a bridge that connects the two sides of the map.







After you bash open the rusty security gate and climb onto the train tracks, don't miss the chest that's barely visible in the rubble behind you. It contains yet another handy Slot Seed for Ming.

Slot Seed obtained.

4 FOLLOW THE TRACKS TO COOKE AND MACK

When you start hiking the tracks, you'll have to face the same tough assortment of foes that plagued Cooke and Mack. When facing large parties of enemies, have Jansen cover Ming with defensive spells while she casts combination magic like All-Flara that can wipe the board.

When control reverts to Cooke and Mack, just keep walking into the wind. Eventually the two parties will meet—just in time to fight a boss together.

[BOSS] LIVING ICE

QUICK TIPS

SUGGESTED PARTY LEVEL
32 OR 33

RECOMMENDED RING
PLANET RING
ROYAL KNIGHT RING

RECOMMENDED SKILLS
STATUS ANALYSIS (SEARCH GLASSES)
WATER RESISTANCE UP (WATER CHARM)
SPELL COUNTER (WARRIOR'S ARMBAND)
ABSORB MAGIC (TALISMAN)
ABSORB ATTACK (AMULET)
LUCKY 0 MAGIC DAMAGE (MIMINT EAR)

STATS

HP:	6,350
TYPE:	MAGIC
ELEMENT:	WATER
—	—
STEALS:	—
	—
DROPS:	—
	—
	—
	—

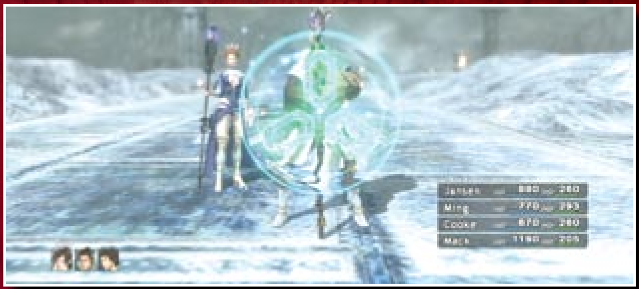
BOSS PREP

WITH ONLY ONE IMMORTAL IN YOUR PARTY, THERE ISN'T MUCH THAT YOU CAN DO TO PREPARE FOR THIS FIGHT. MING SHOULD HAVE A FULL COMPLEMENT OF SPELLCASTING SKILLS AND ALL THE DEFENSIVE SKILLS YOU CAN MUSTER. ALL OF YOUR MORTALS SHOULD DEVOTE THEIR EQUIPMENT SLOTS TO DEFENSIVE ITEMS LIKE THE WATER CHARM AND THE WARRIOR'S ARMBAND. IF MING DOESN'T KNOW STATUS ANALYSIS, SOMEONE SHOULD PUT ON THE SEARCH GLASSES—YOU'LL NEED TO KEEP TRACK OF YOUR TARGET'S HP.

BOSS TACTICS

THE BOSS WON'T PUT UP MUCH RESISTANCE AT FIRST, SO YOU CAN AFFORD TO SPEND A FEW TURNS CASTING PROTECTIVE SPELLS. WHITE MAGIC USERS SHOULD CAST ALL-BARRICADE, ALL-SHIELD, AND COVER ON BOTH OF YOUR FRONT-ROW CHARACTERS. MACK SHOULD CAST MINDUS ON JANSEN AND MING, AND POWERUS ON HIMSELF.

BLAST THE LIVING ICE WITH GROUNDA SPELLS, BUT KEEP AN EYE ON ITS HP—STOP ALL OFFENSIVE SPELLCASTING WHEN THE BOSS DROPS TO 25% OF ITS MAX HP (UNDER 1,600 HP); AT THAT POINT IT WILL CAST REFLECT, AND YOUR QUEUE FULL OF GROUNDUS SPELLS WOULD END UP WIPING OUT YOUR OWN PARTY. THAT'S WHEN MACK SHOULD START SWINGING WITH POWERUS-ENHANCED COMBO ATTACKS, WHILE EVERYONE ELSE HEALS OR TOSSES GROUNDA BOMBS. (REFLECT CAN'T BOUNCE ITEMS.)



If you cast Cover on both Jansen and Mack, it will absorb enough damage from the Living Ice's devastating All-Aquara spell to keep your GC at level 4. You'll have to recast it after each All-Aquara spell, but it's worth it.

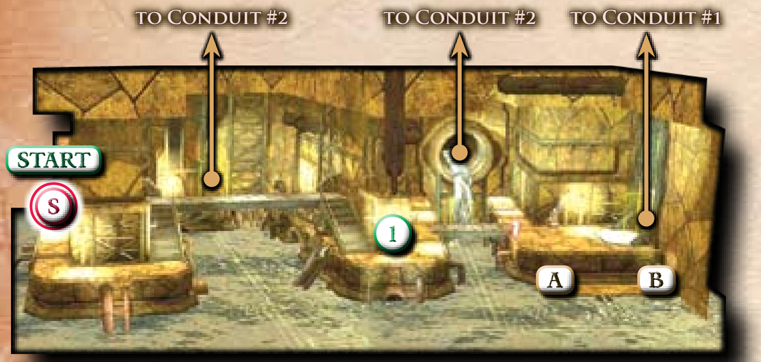
DISC 3 | CHAPTER 3-6

THE SEWERS OF UHRA

SETH IS BACK IN THE SEWERS, BUT SHE DOESN'T SEEM TO MIND—THIS TIME WADING THROUGH FILTH IS A FAMILY AFFAIR. IT WILL BE A LONG, FOUL SLOG, BUT SED WOULDN'T HAVE LED YOU HERE IF HE DIDN'T KNOW THAT THERE WAS A POT OF GOLD AT THE END OF THIS FETID RAINBOW.

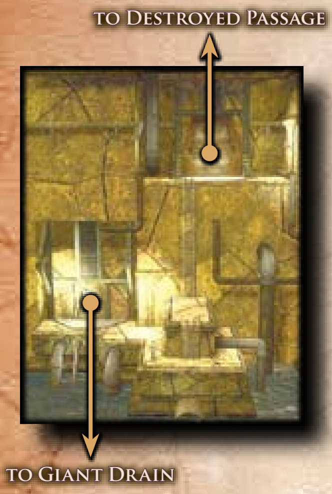
GIANT DRAIN

GIANT DRAIN

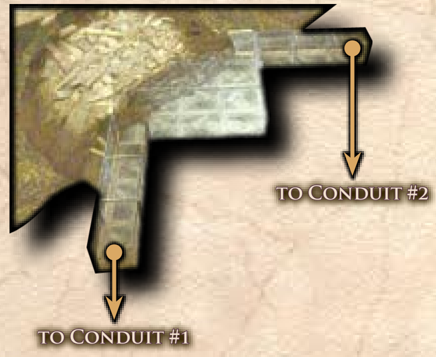

TO CONDUIT #2
TO CONDUIT #2
TO CONDUIT #1
START
S
1
A
B

A. Beast Hide Rasp x3
B. Healing Tank

CONDUIT #1

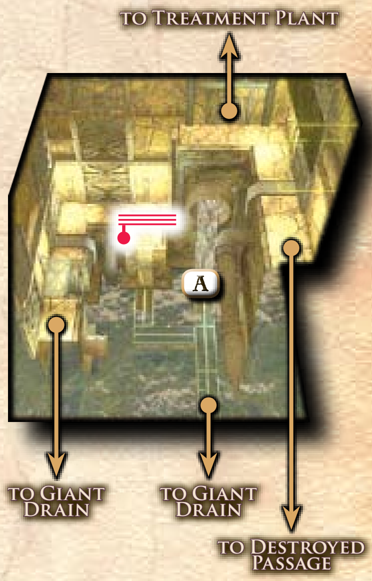

TO DESTROYED PASSAGE
TO GIANT DRAIN

DESTROYED PASSAGE


TO CONDUIT #2
TO CONDUIT #1

A. Gorgon Mask x4

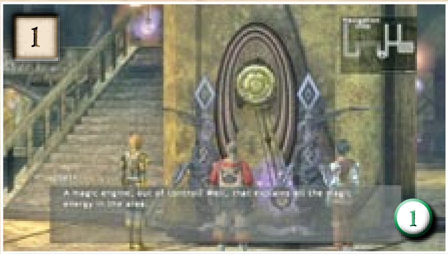
CONDUIT #2

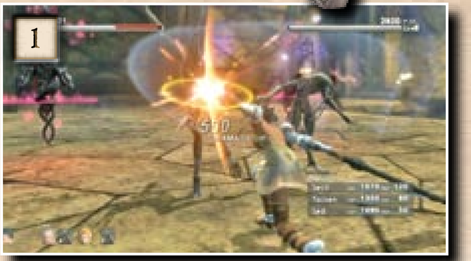

TO TREATMENT PLANT
A
TO GIANT DRAIN
TO GIANT DRAIN
TO DESTROYED PASSAGE

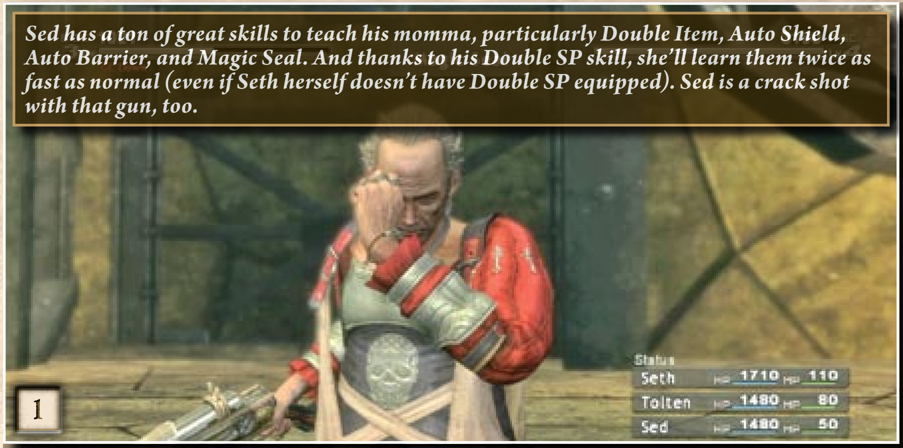
═ & ═ = Gate & Switch

1 Shut Down the Magic Towers

You'll probably find the magic engine at point 1 before you even fight your first battle, so it may not be clear what it does. Once Sed repairs a magic engine, all Magic Tower enemies in the area will lose all of their combat abilities, but only in the area where the magic engine was found. In later parts of the sewer, it will take a bit more work to find the magic engines, and in the meantime the Magic Towers will be able to target your party with Flarus spells and use Casting Support to hasten other enemy spells.

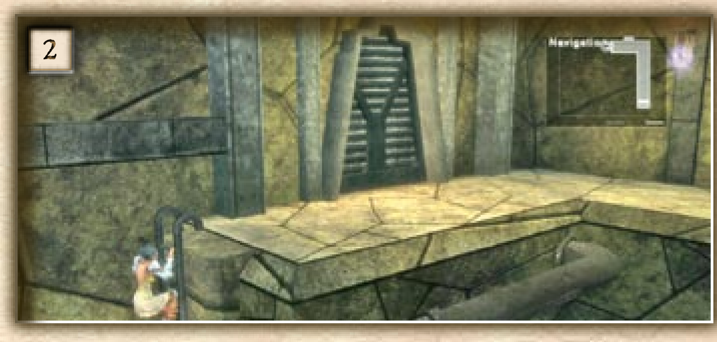


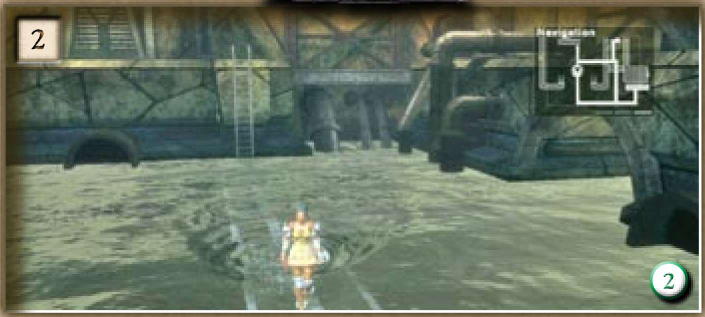



Sed has a ton of great skills to teach his momma, particularly Double Item, Auto Shield, Auto Barrier, and Magic Seal. And thanks to his Double SP skill, she'll learn them twice as fast as normal (even if Seth herself doesn't have Double SP equipped). Sed is a crack shot with that gun, too.

2 Scraping the Giant Drain

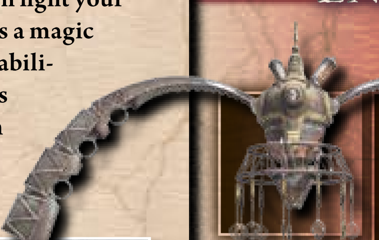
You can zip through the seemingly straightforward Giant Drain and the two small areas that follow, but treasure seekers will want to stop and smell the sewage in the second Conduit. Before heading through the Treatment Plant door, look for the ladder just off camera at point 2. That ladder ultimately leads you into a new area of the Giant Drain, where a second ladder connects to a series of platforms just below the water's surface. Use these platforms to grab the two treasures in the Giant Drain map, and then exit through a northeast door that connects to the lowest level of the Conduit.





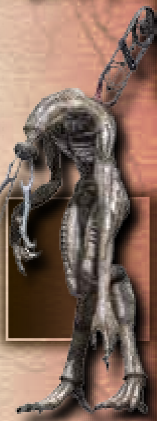
Enemies

Experiment No. 28



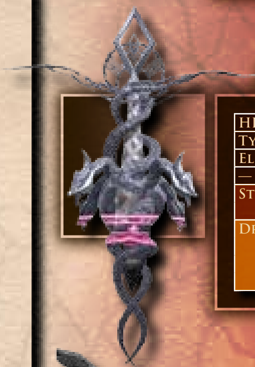
HP:	565
Type:	Mechanical
Element:	None
—	—
Steals:	Sticky Tape
	Poisonous Bones
Drops:	Thief's Key Ring
	Poisonous Red Snake
	Toxin Butterfly Scales
	—

Experiment No. 44



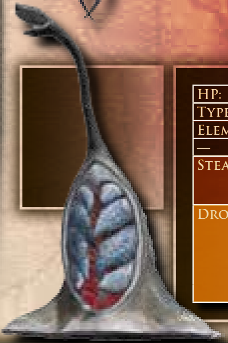
HP:	670
Type:	Mechanical
Element:	None
—	—
Steals:	Living Gypsum
	Gorgon Mask
Drops:	Whetstone
	Beast Hide Rasp
	Living Gypsum
	Stone Beast's Fang

Magic Tower



HP:	670
Type:	Mechanical
Element:	None
—	—
Steals:	Gutsy Cloth
	Generator
Drops:	Junk Parts
	Pendulum
	—
	—

Large Snail



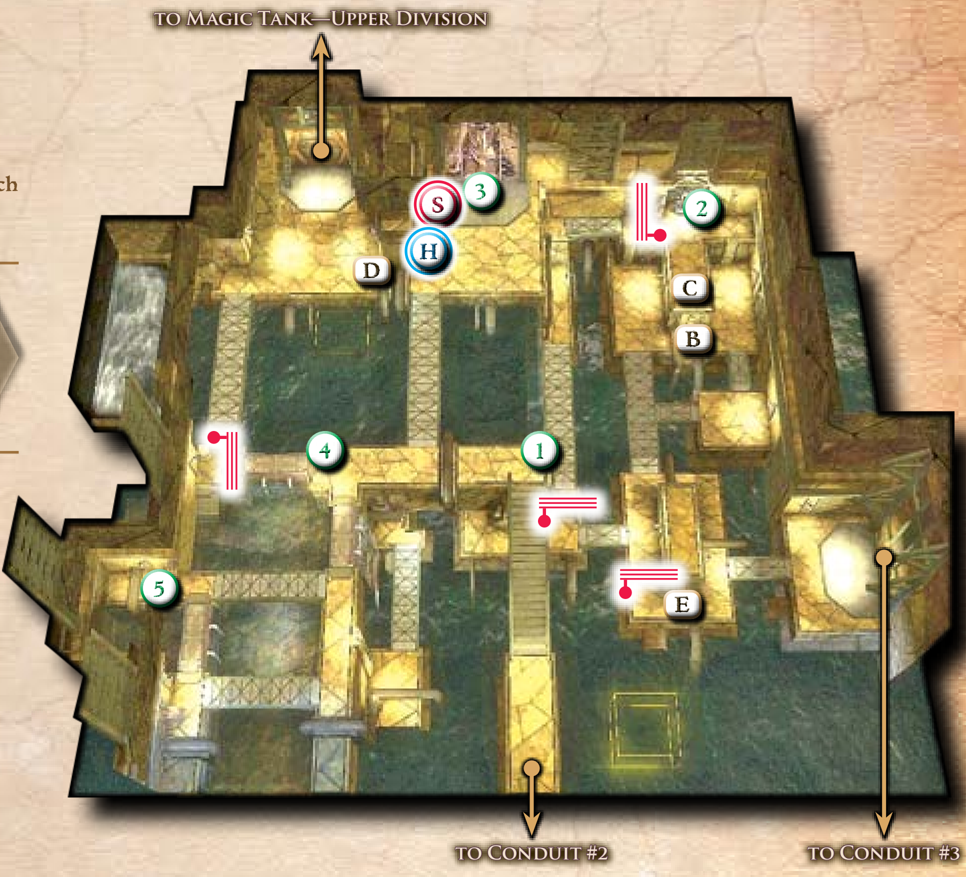
HP:	280
Type:	Magic
Element:	Water
—	—
Steals:	Life Stealing Tooth
	Vampire Bottle
Drops:	Blood Sucking Needle
	Life Stealing Tooth
	—
	—

THE TREATMENT PLANT

THE TREATMENT PLANT

▬ & ▬ = Gate & Switch

- A. Holy Guard (not shown—see point 1)
- B. Seed
- C. Cure-All
- D. Seed
- E. Demon Sculpture x5

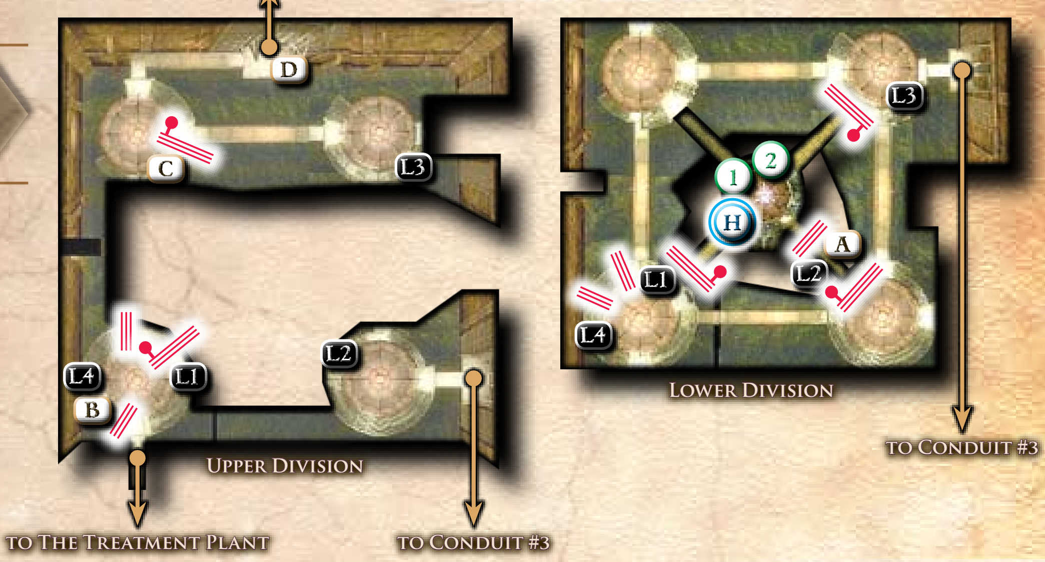

TO MAGIC TANK—UPPER DIVISION
S
3
H
2
D
C
B
4
1
5
E
TO CONDUIT #2
TO CONDUIT #3

L# = Ladder

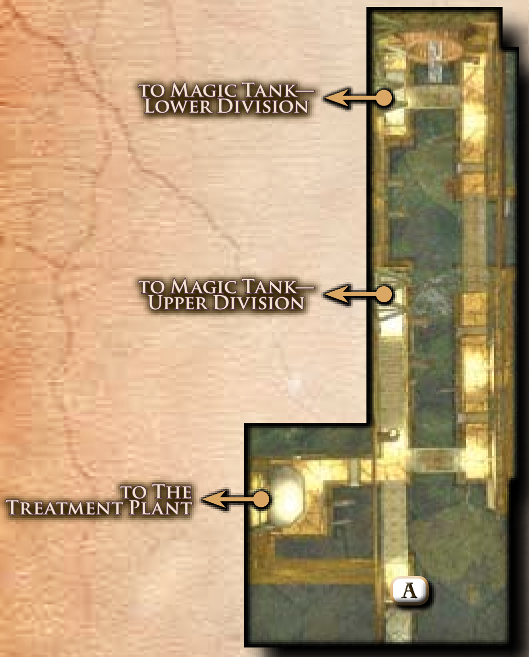
▬ & ▬ = Gate & Switch

- A. Toxin Butterfly Scales x2
- B. Wisdom Earrings
- C. Godly Dragon Tears
- D. Soul Medicine

MAGIC TANK

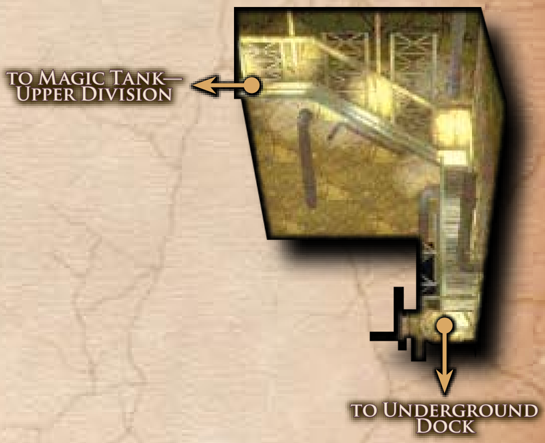

TO CONDUIT #4
D
C
L3
L4
L1
L2
B
UPPER DIVISION
TO THE TREATMENT PLANT
TO CONDUIT #3
L3
2
1
H
A
L1
L2
L4
LOWER DIVISION
TO CONDUIT #3

CONDUIT #3

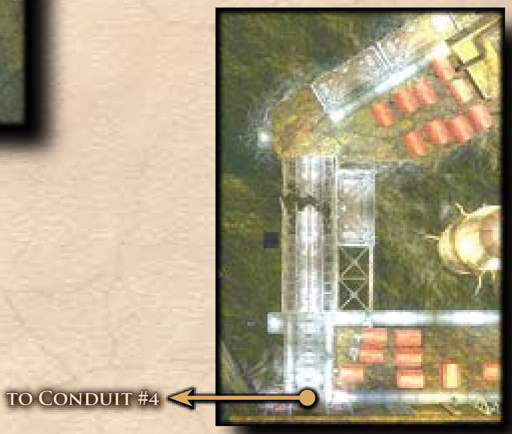

TO MAGIC TANK—
LOWER DIVISION
TO MAGIC TANK—
UPPER DIVISION
TO THE
TREATMENT PLANT
A

A. Seed

CONDUIT #4


TO MAGIC TANK—
UPPER DIVISION
TO UNDERGROUND
DOCK

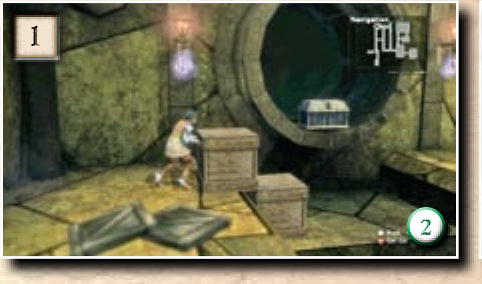
UNDERGROUND DOCK


TO CONDUIT #4

1 THE TREATMENT PLANT'S FOUL LABYRINTH

Enter the Treatment Plant and drop down the ladder at point 1. Head west beneath the upper level, where you'll find a chest in one of the pipes. Shove the two crates to make a bridge to the chest, and snag its Holy Guard accessory.

Cross back over the bridge and follow the path to the south and east, where you'll find a gate switch. Press it, and continue east. Hang a right so you can grab a Seed from pot B, and then head up the ladder to point 2, where you'll find this area's malfunctioning magic engine. Fix that, grab the Cure-All from the nearby chest, and hit the gate switch to the east. Continue east up the ladder to point 3, where you'll find a save point, a healing point, and . . . a shopkeeper? You've seen most of his stock before, but don't overlook the Rough Edge sword and the Herbalist's Badge accessory buried among the chaff.



SHOP DETAILS

Sewer Shop

Items

Item	Price
Healing Medicine	40G
Healing Herb	120G
Healing Tank	360G
Mana Herb	60G
Mana Capsule	180G
Mana Bottle	540G
Antidote	15G
Stone Beast's Thorn	50G
Angel's Plume	150G
Flare Bomb	100G
Flara Bomb	500G
Aqua Bomb	100G
Aquara Bomb	500G
Wind Bomb	100G
Winda Bomb	500G
Ground Bomb	100G
Grounda Bomb	500G

Weapons

Weapon	Power	Price
Rough Edge	112	5,300

Accessories

Accessory	Enhancement	Price
Herbalist's Badge	Potion Booster	1,800G
Earrings of Wisdom	Lv5 Black-White Magic	2,000G
Magic Trial Record	Lv2 Composite Magic	2,500G
Antidote Brooch	Anti-Poison	280G

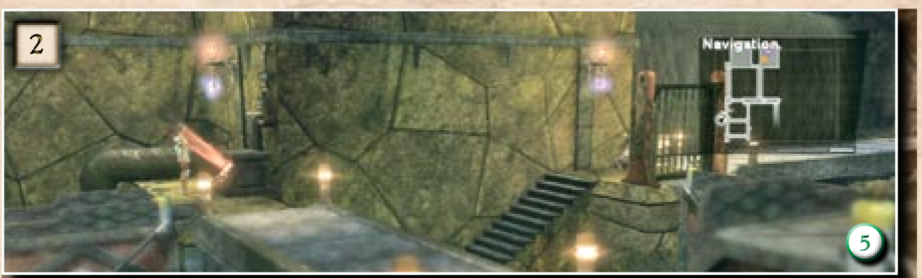
Components

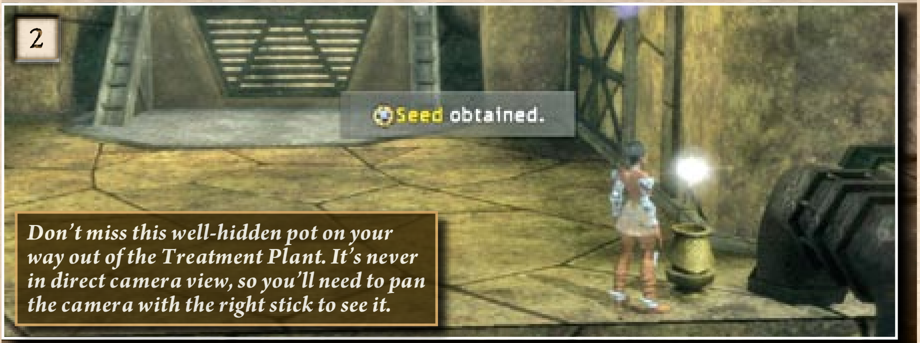
Component	Used in Ring	Price
Magma Fragment	Flame	30G
Crimson Treasure	Blaze	100G
Cold Water Stone	Aqua	30G
Rainbow Coral	Flux	100G
Wind Seal Leaf	Wind	30G
Tornado Leaf	Storm	100G
Quality Iron Sand	Earth	30G
Nutrition of the Earth	Tremor	100G
Beast's Horn	Beast	35G
Junk Parts	Jamming	50G
Mysterious Perfume	Daydream	125G
Insect Innards	Bio	25G
Sharp Beak	Aim	40G
Kelo-Oil	Kelo	150G
Hard Skin	Piercing	20G
Eastern Red Ore	Spirit	50G
Poison Oil	Poison	80G
Paraweed Thorn	Numbing	75G
Magic-Sealing Feather	Seal	100G
Seed of Terror	Fear	80G
Blinding Powder	Blinding	150G
Sandman's Seal	Sleep	25G
Magic-Luring Stone	Osmosis	50G
Sticky Tape	Poison, Anger	20G
Gutsy Cloth	Rage	100G
Bent Needle	Pickpocket	300G
Pumice of Despair	Shockwave	40G
Blood Sucking Needle	Draining	50G
Whetstone	Bruiser, Aim, etc.	15G
Beast Hide Rasp	Crusher	100G
Black Pearl Powder	Daydream	25G

2

DRAIN THE TREATMENT PLANT TANK

Don't worry—this tank is a lot easier to drain that the last ones were. Just close the northern sluice gate by pressing the button at point 4, then open the side gate by pressing the button at point 5. That'll drain the water, but you'll need to press the button again so you can use the side gate as a bridge to the ladder near point 4. Descend into the tank, take the stairs back up, and head north to the Magic Tank room.





Seed obtained.

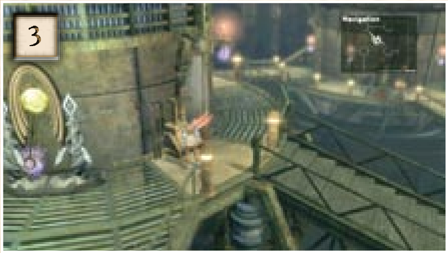
Don't miss this well-hidden pot on your way out of the Treatment Plant. It's never in direct camera view, so you'll need to pan the camera with the right stick to see it.

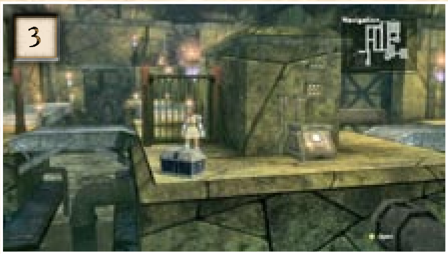
3

SHIFT THE MAGIC TANK BRIDGES

In the Magic Tank area, a series of gates that are locked on the other side will force you to drop down a ladder to the lower floor, and then make your way to the northeast tank. There you'll find a bridge that leads southwest to a central control terminal. Fix the magic engine at point 1, then press the button at point 2 to rotate the bridge you just crossed so it points to the southeast. (The other switch rotates the northwest bridge, but there's no real point in doing that.) Take the bridge to the southeast tank, climb the ladder, and head east to a third Conduit area.

From the Conduit, treasure seekers can head out the door to the southwest, which leads to a small area of the Treatment Plant that has a box full of Demon Sculpture ring components. To proceed through the sewers, head out the door to the northwest, and climb the ladder to the top of the Magic Tank area. From there you'll be on the button side of all the gates, and you can both grab the remaining treasures on your way to the northeast.





[Boss] Magic Beast

Quick Tips

Suggested Party Level
32–34

Recommended Ring
Spartan Ring
Dinosaur Ring
Snatcher Ring
Pickpocket Ring Ultra

Recommended Skills
Persistence (Tolten)
Double Item (Sed)
Lv5+ Black-White Magic (various earrings)
Auto Shield (Sed)
Defense Boost (Knight Earrings)
Absorb Attack (Amulet)
Steal (Sed, Thief's Bracelet)

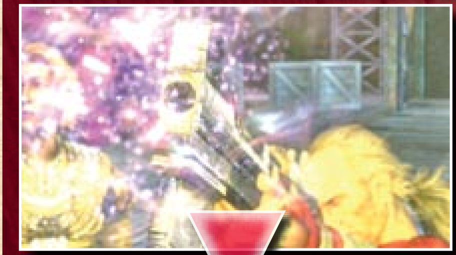
Stats

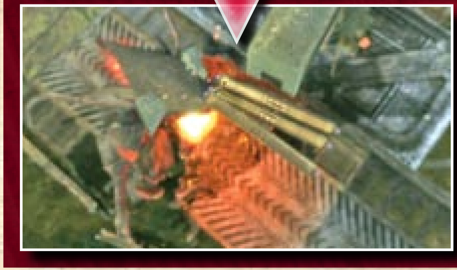
HP:	10,550
Type:	Beast
Element:	None
—	—
Steals:	Crystal Fragment —
Drops:	Crystal Fragment — — —

Boss Prep

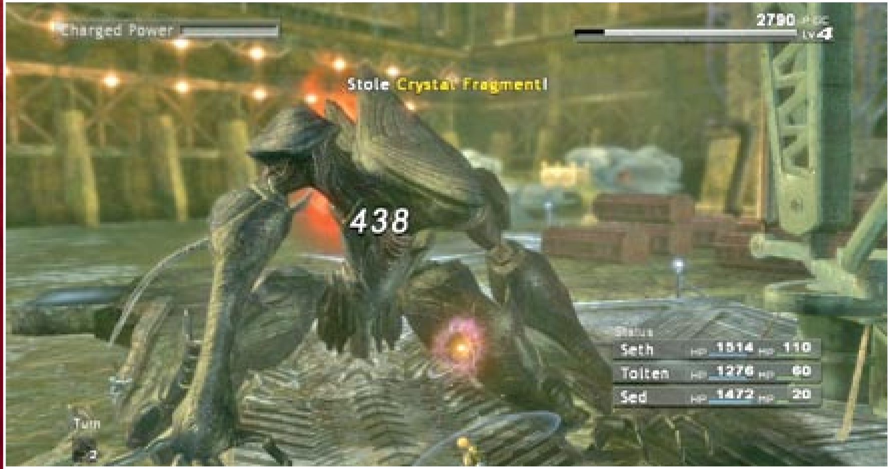
Seth doesn't make the best healer, but if you can equip her with a skill or accessory that allows her to cast Zephyra, she'll be able to help the party recover from the boss's devastating Flare Core attack. Don't forget, however, that Zephyra takes two turns to cast—when your health becomes too dire, have Sed fire off a couple of Healing Tanks with the Double Item skill.

Boss Tactics





There are two ways to go about battling this boss. The first is the old-fashioned way: pump your heroes with Power Drinks, Powerus spells, and Tolten's Award Medal skill, and hit the boss until it dies. The other is to ignore the boss and focus on targeting the Dock Crane with ranged attacks such as spells, bombs, and Sed's gun. If you can hit the Dock Crane around eight times, you'll drop powerful explosives on the Magic Beast, ending the battle instantly. Note that if you win this way you'll skip the usual end-of-battle screen, and won't ever be able to get the Magic Beast's dropped item. So if you want that Crystal Fragment, you're going to have to swipe it with a Mug-enhancement ring or the Steal skill.



Stole Crystal Fragment!

Status

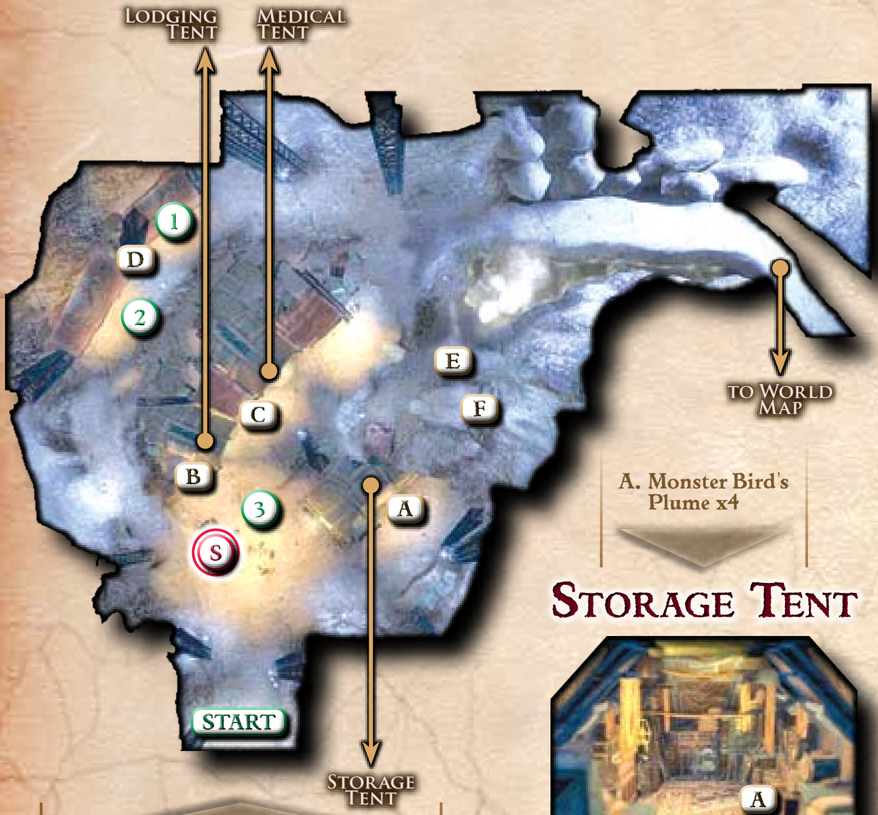
Seth	HP	1514	MP	110
Tolten	HP	1276	MP	60
Sed	HP	1472	MP	20

DISC 3 | CHAPTER 3-7

GOHTZAN REFUGEE CAMP

When Jansen climbs down the stairs on the west side of the Frozen Tracks, he won't find Kaim and Sarah's missing train, but he will find something else: a hot-spring cavern that other survivors from Gohtza and Khent have made into a temporary home.

Gohtzan Refugee Camp


LODGING TENT
MEDICAL TENT
1
D
2
E
F
C
B
3
A
S
START
TO WORLD MAP
STORAGE TENT

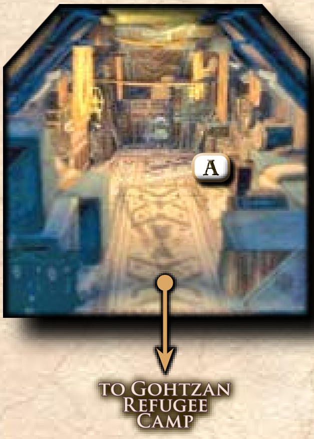
A. Loud Bell x5
B. Seed
C. Anti-Paralysis Herb
D. 1,000G
E. Spire Commander and Spire Ring*
F. All-Mindus [spell]**

*Treasure-hunting clue required

**Sunderch Glasses required

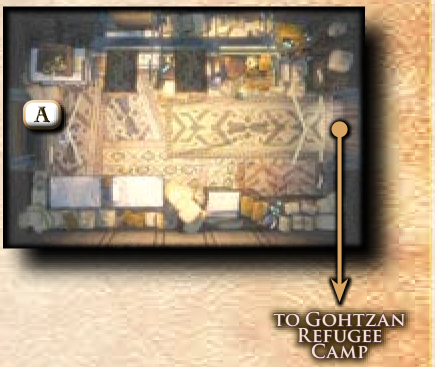
A. Monster Bird's Plume x4

Storage Tent

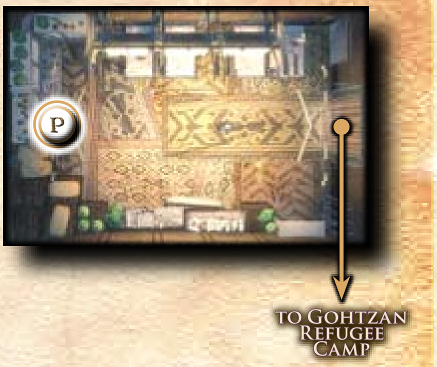

A
TO GOHTZAN REFUGEE CAMP

A. All-Shieldus [spell]

Lodging Tent


A
TO GOHTZAN REFUGEE CAMP

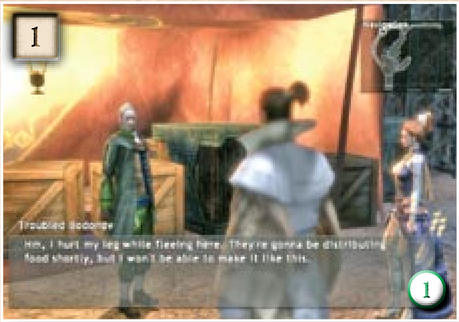
Medical Tent


P
TO GOHTZAN REFUGEE CAMP

1 FEEDING THE WOUNDED AND THE POT-BOUND

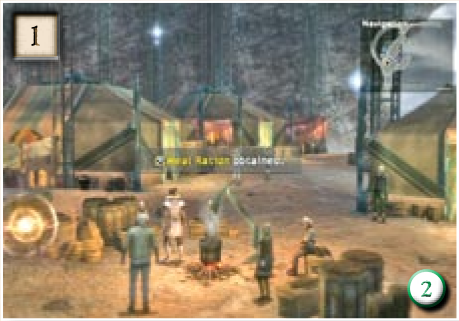
The man at point 1 has a wounded leg and isn't quick enough to collect his daily Meal Ration. Agree to do it for him, then zip toward Sonya at point 2 as quickly as humanly possible—she'll run out of rations after only a second or two (if you fail, enter a tent and exit it again to reset this quest). Deliver the *Meal Ration* to the wounded man, and he'll thank you with a *Spiky Seed*.

When you visit the Pipot in the Medical Tent, it will beg you for that Spiky Seed. Hand it over, and you'll get a *Prickly Seed* in return, which is highly coveted by the Pipot in Saman. Thus begins the Pipot trading quest, which you'll be able to pursue more fully in disc 4.

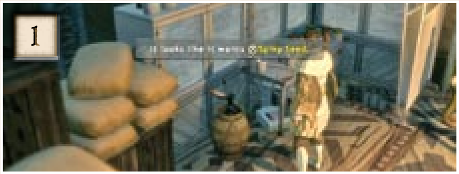


Troubled [illegible]

Hm, I hurt my leg while fleeing here. They're gonna be distributing food shortly, but I won't be able to make it like this.



Meal Ration obtained.

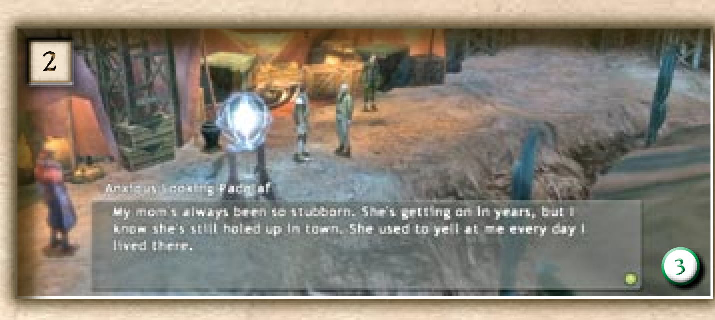


It looks like it wants Spiky Seed.

If you haven't missed any Seeds up to this point, you should find the 80th one here in the Refugee Camp. That's the magic number that will get you a Gigantes Brooch *with the HP Max Boost 3 skill.*

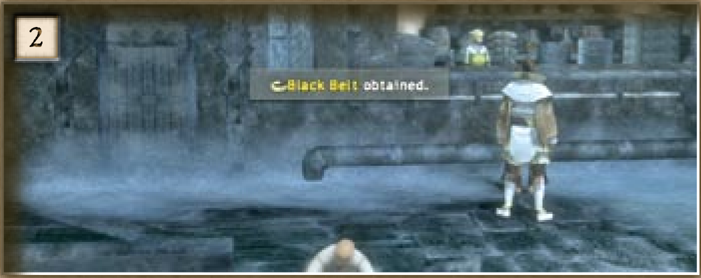
2 DELIVER A MESSAGE FOR A REFUGEE

The man at point 3 just wants to let his mom in Low Town know that he's okay. You can't yet select Gohtza from the world map, but you can start at the Frozen Tracks and hoof it back to Low Town if you want (or you can wait until disc 4, when it will be easier to reach). You'll find Mom waiting outside of the shop counter in the northeast corner of Low Town. Give her the *Letter to Mom*, and she'll hand over a *Black Belt*, which has a skill that will boost your counterattack rate.



Anxious-Looking Padgiaf

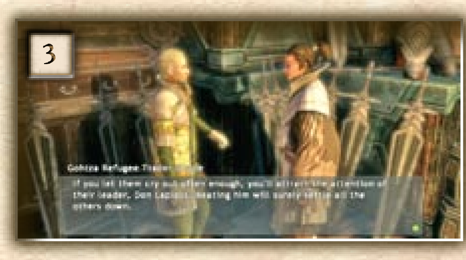
My mom's always been so stubborn. She's getting on in years, but I know she's still holed up in town. She used to yell at me every day I lived there.



Black Belt obtained.

3 THE CONTRACT OUT ON DON LAPLOSS

For being in a refugee camp, the Storage Tent is surprisingly well stocked. But it's still not enough for the shopkeeper—he wants to put a hit out on Don Laploss, who is interfering with his shipments. Don is the leader of the Gyaplos monsters that wander the Frozen Tracks area, and if you want to meet him, you'll have to explore the tracks until you're attacked by a quartet of Gyaplos. Kill all the Gyaplos but one, and it will use the Cry ability to summon reinforcements. Continue to kill the new arrivals while leaving one Gyaplos alive, and eventually Don Laploss will answer the Cry personally. He looks the same as the other Gyaplos, but is a bit tougher, although he's nothing your current Jansen-lead party can't handle. Bring the Don Laploss Claws back to the Storage Tent, and the shopkeeper will thank you with a *Sacred Torch* (a staff for Cooke) and a *Sacred Ring*.



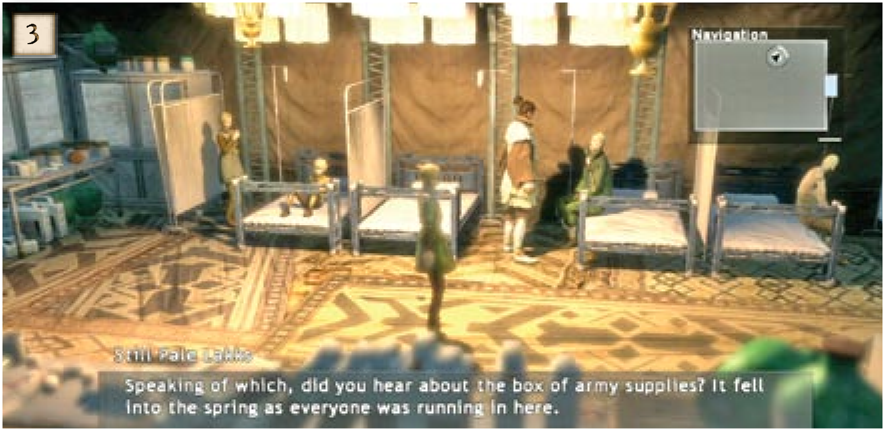
Gohtza Refugee Trader

If you let them cry out often enough, you'll attract the attention of their leader, Don Laploss. Beating him will surely settle all the others down.

ENEMY

DON LAPLOSS

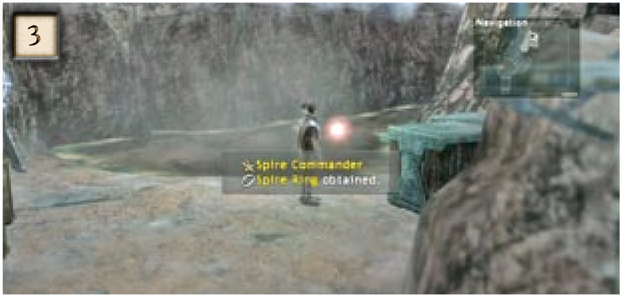
HP:	1,710
TYPE:	BEAST
ELEMENT:	FIRE
—	—
STEALS:	DON LAPLOSS CLAWS
	—
DROPS:	DON LAPLOSS CLAWS
	—
	—
	—



Still Pale Lakks

Speaking of which, did you hear about the box of army supplies? It fell into the spring as everyone was running in here.

Once you've slain Don Laploss, one of his victims in the Medical Tent will give you a treasure-hunting tip. Search near the hot spring and you'll turn up a Spire Ring and the Spire Commander staff.



Spire Commander
Spire Ring obtained.

4 A CLUE ABOUT THE MISSING TRAIN...?

When you leave the refugee camp through the north exit, you'll run into a drunk who claims to have spotted the wreckage of Kaim and Sarah's train. His information is spotty, but it's enough to unlock the Crashed Magic Train Site location on your world map. Get to it!

SHOP DETAILS

STORAGE TENT

ITEMS

ITEM	PRICE
HEALING MEDICINE	40G
HEALING HERB	120G
HEALING TANK	360G
MANA HERB	60G
MANA CAPSULE	180G
MANA BOTTLE	540G
EYE DROPS	20G
ANTI-PARALYSIS HERB	20G
BLAZING RUBY	45G
ANGEL'S PLUME	150G
FLARE BOMB	100G
FLARA BOMB	500G
AQUA BOMB	100G
AQUARA BOMB	500G
WIND BOMB	100G
WINDA BOMB	500G
GROUND BOMB	100G
GROUNDA BOMB	500G

WEAPONS

WEAPON	POWER	PRICE
ROUGH EDGE	112	5,300G
HOLY SCEPTER	30	5,400G
WRATH MINDER	93	5,510G

ACCESSORIES

ACCESSORY	ENHANCEMENT	PRICE
COMBAT TEACHINGS	COUNTER	700G
HERBALIST'S BADGE	POTION BOOSTER	1,800G
EARRINGS OF WISDOM	LV5 BLACK-WHITE MAGIC	2,000G
MAGIC TRIAL RECORD	LV2 COMPOSITE MAGIC	2,500G
LIGHT LENS	ANTI-BLIND	410G
YELLOW BAND	ANTI-PARALYSIS	450G
WARM VEST	ANTI-FREEZE	2,000G
OBSIDIAN SPIRIT BAND	LV5 SPIRIT MAGIC	2,000G

COMPONENTS

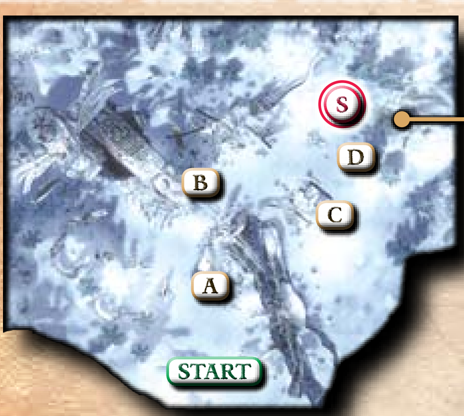
COMPONENT	USED IN RING	PRICE
MAGMA FRAGMENT	FLAME	30G
CRIMSON TREASURE	BLAZE	100G
COLD WATER STONE	AQUA	30G
RAINBOW CORAL	FLUX	100G
WIND SEAL LEAF	WIND	30G
TORNADO LEAF	STORM	100G
QUALITY IRON SAND	EARTH	30G
NUTRITION OF THE EARTH	TREMOR	100G
BEAST'S HORN	BEAST	35G
RAGING BEAST'S EYE	DINOSAUR	100G
JUNK PARTS	JAMMING	50G
PENDULUM	HACKER	80G
MYSTERIOUS PERFUME	DAYDREAM	125G
INSECT INNARDS	BIO	25G
SHARP BEAK	AIM	40G
KELO-OIL	KELO	150G
HARD SKIN	PIERCING	20G
EASTERN RED ORE	SPIRIT	50G
POISON OIL	POISON	80G
POISONOUS RED SNAKE	TOXIN	150G
PARAWEED THORN	NUMBING	75G
MAGIC-SEALING FEATHER	SEAL	100G
SEED OF TERROR	FEAR	80G
BLINDING POWDER	BLINDING	150G
SANDMAN'S SEAL	SLEEP	25G
LIVING GYPSUM	STONE	250G
MAGIC-LURING STONE	OSMOSIS	50G
STICKY TAPE	POISON, ANGER	20G
GUTSY CLOTH	RAGE	100G
BENT NEEDLE	PICKPOCKET	300G
PUMICE OF DESPAIR	SHOCKWAVE	40G
BLOOD SUCKING NEEDLE	DRAINING	50G
WHETSTONE	BRUISER, AIM, ETC.	15G
BEAST HIDE RASP	CRUSHER	100G
BLACK PEARL POWDER	DAYDREAM	25G

DISC 3 | CHAPTER 3-8

THE BURNING CAVE

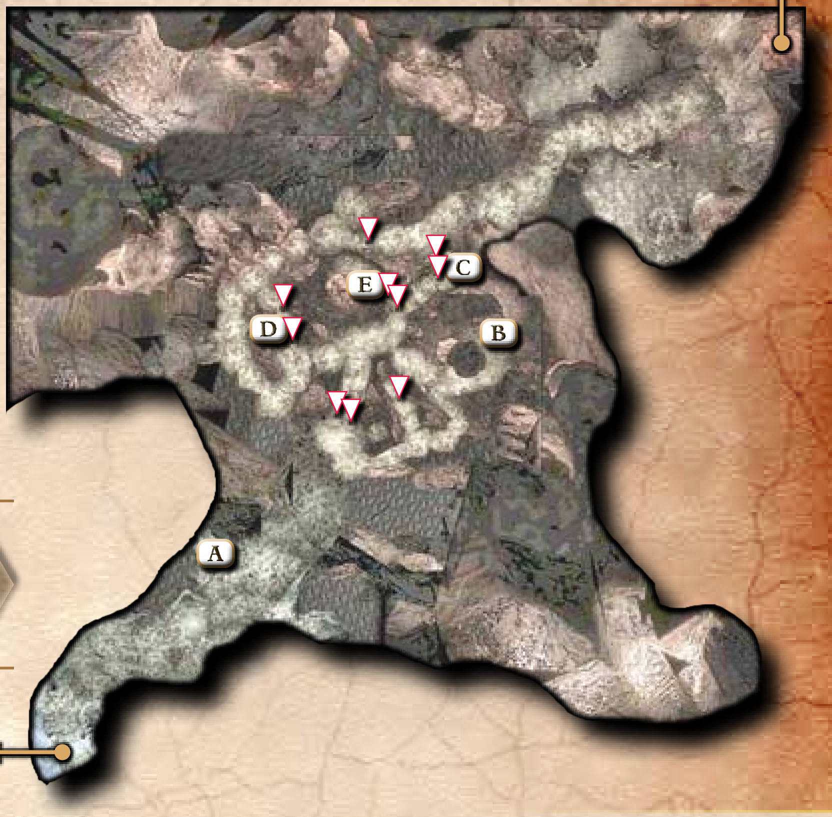
KAIM AND SARAH'S CRASHED TRAIN IS RIGHT WHERE THE REFUGEE-CAMP DRUNK SAID IT WOULD BE, BUT THERE'S NO SIGN OF THE IMMORTALS. COULD THEY HAVE FALLEN INTO THE VOLCANIC CAVERN BELOW?

CRASHED MAGIC TRAIN SITE


S
D
B
C
A
START
TO BURNING CAVE—PATH OF STEAM

A. 500G
B. Seed
C. All-Barricadus [spell]
D. Healing Tank

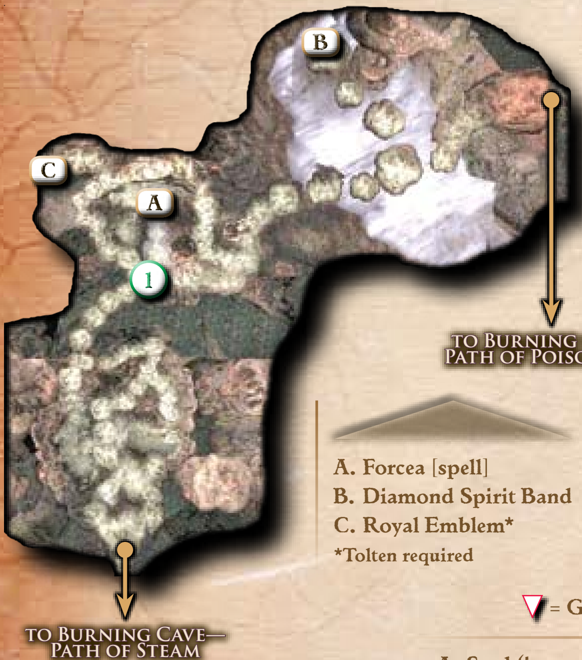
BURNING CAVE—PATH OF STEAM


TO BURNING CAVE—PATH OF DANKNESS
C
E
D
B
A
TO CRASHED MAGIC TRAIN SITE

▽ = Geyser

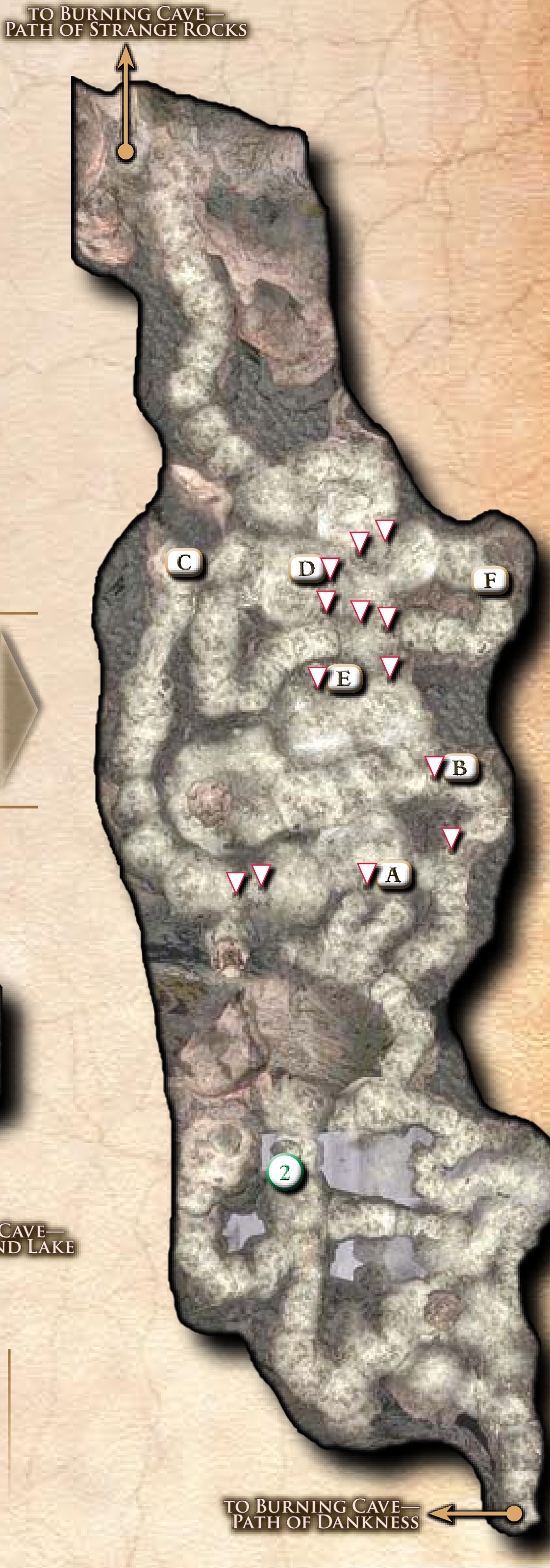
A. Power Drink
B. Seed
C. Cure-All (in geyser)
D. Seal Cross x4 (in geyser)
E. Raging Beast's Eye (in geyser)

BURNING CAVE– PATH OF DANKNESS


B
C
A
1
TO BURNING CAVE— PATH OF POISON MIST
TO BURNING CAVE— PATH OF STEAM

A. Forcea [spell]
B. Diamond Spirit Band
C. Royal Emblem*
*Tolten required

BURNING CAVE– PATH OF POISON MIST

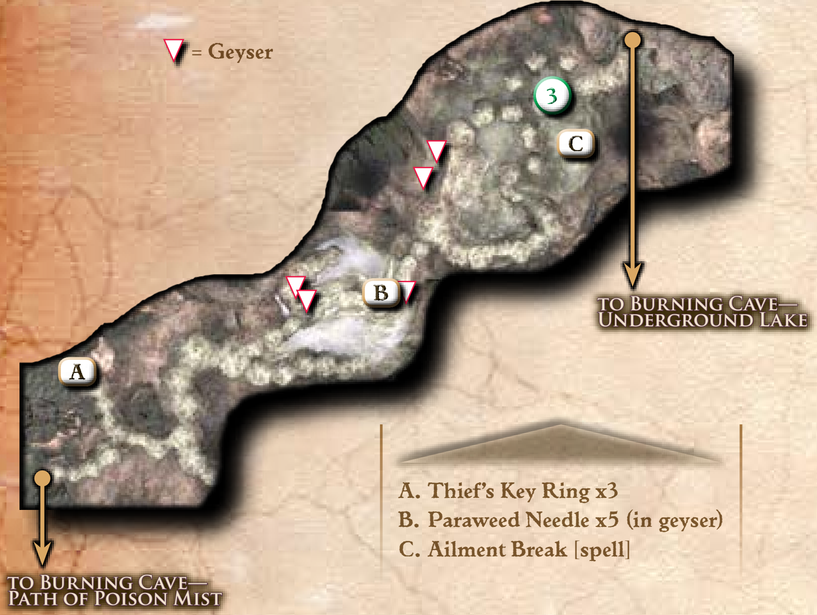

TO BURNING CAVE— PATH OF STRANGE ROCKS
C
D
F
E
B
A
2
TO BURNING CAVE— PATH OF DANKNESS

▽ = Geyser

A. Seed (in geyser)
B. 1,000G (in geyser)
C. Cubic Music Score 6
D. Seal Cross x3 (in geyser)
E. 500G (in geyser)
F. Beat Stone x5

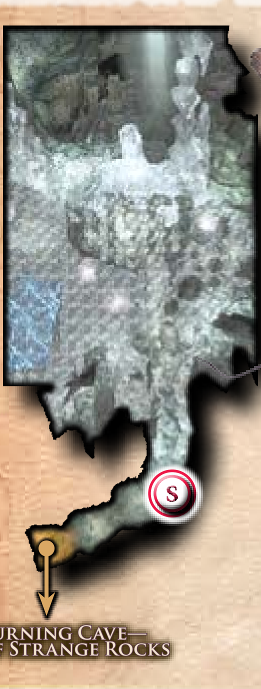
BURNING CAVE– PATH OF STRANGE ROCKS

▽ = Geyser


3
C
B
A
TO BURNING CAVE— UNDERGROUND LAKE
TO BURNING CAVE— PATH OF POISON MIST

A. Thief's Key Ring x3
B. Paraweed Needle x5 (in geyser)
C. Ailment Break [spell]

Burning Cave—Underground Lake



ENEMIES

Guana

HP:	1,420
Type:	Beast
Element:	Fire
—	—
Steals:	Raging Beast's Eye Beast King's Claw
Drops:	Sticky Tape Gutsy Cloth Beast's Horn Raging Beast's Eye

Killer Bird

HP:	1,050
Type:	Aerial
Element:	Wind
—	—
Steals:	Tornado Leaf Gale Wing
Drops:	Bent Needle Thief's Charm Sharp Beak Monster Bird's Plume

Big Guana

HP:	2,940
Type:	Beast
Element:	Fire
—	—
Steals:	Mother Nature's Spirit Mist of Darkness
Drops:	Blinding Powder Dark Flame Beat Stone Paraweed Thorn

Ground Sphere

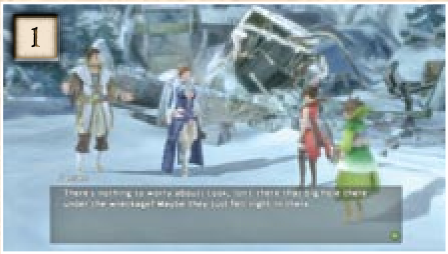
HP:	290
Type:	Magic
Element:	Earth
—	—
Steals:	Quality Iron Sand Frontier Siderite
Drops:	Black Pearl Powder Loud Bell Mysterious Perfume Magic Crystal

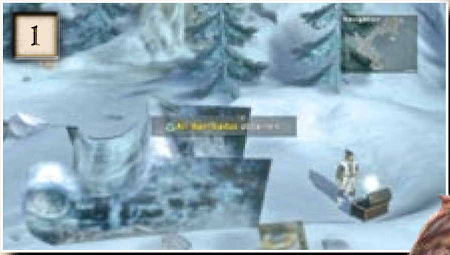
1 The Pit Beneath the Train

You've found Kaim and Sarah's train, but no bodies. Did you really think it would be that easy? Search the area for the white sparkle of items in the snow, and don't miss the chest with the All-Barricadus spell near the cave mouth. Then save and head toward the Burning Cave. The enemies inside are going to be a lot tougher than anything you've faced recently, so you may want to do a few fights to level up, then return to the Refugee Camp for healing and supplies.

Heracles

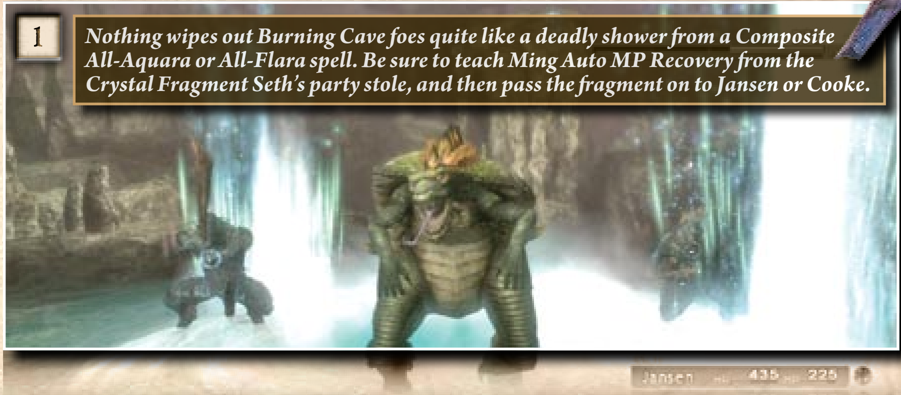
HP:	1,170
Type:	Organic
Type:	Hardened
Element:	None
Steals:	Healing Tank Spent Magic Engine
Drops:	Eastern Red Ore Ceremonial Crystal Magic-Sealing Feather Seal Cross





Seagull

HP:	1,090
Type:	Aerial
Element:	Fire
—	—
Steals:	Monster Bird's Plume Phoenix Tail
Drops:	Sharp Beak Monster Bird's Plume Seal Cross —

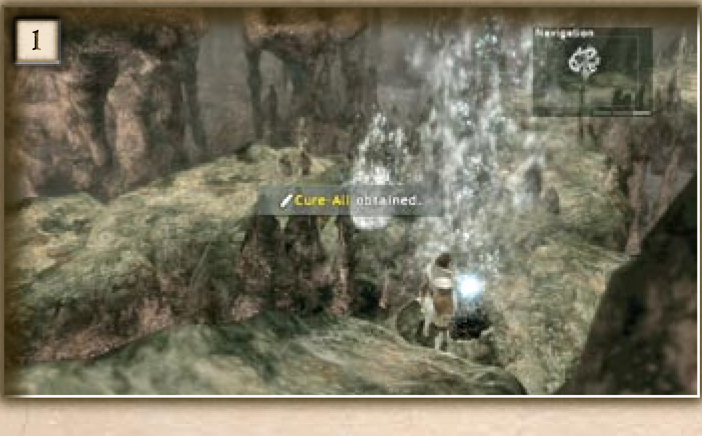


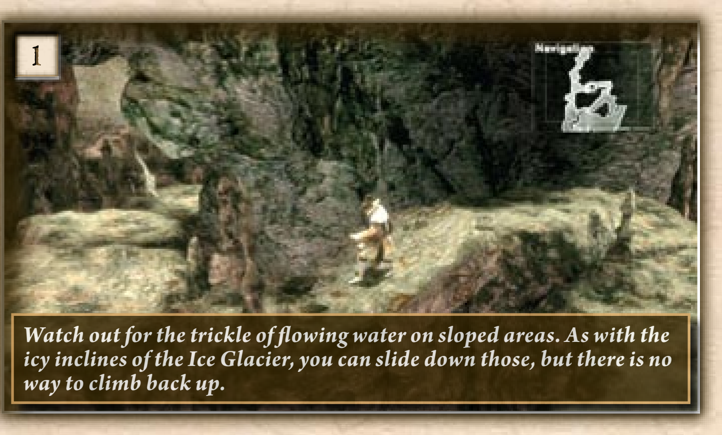
Nothing wipes out Burning Cave foes quite like a deadly shower from a Composite All-Aquara or All-Flara spell. Be sure to teach Ming Auto MP Recovery from the Crystal Fragment Seth's party stole, and then pass the fragment on to Jansen or Cooke.

2

Volcanic Traps in the Burning Cave

It's pretty easy to time your movements to run over the geysers when they aren't erupting, but it's a little trickier to stick your hand in and fish out the items that some of them contain. Note that the scalding water can't harm you as long as the [Name of Item] Obtained window is open, so you can always wait out a geyser blast before pressing a button to clear the window.



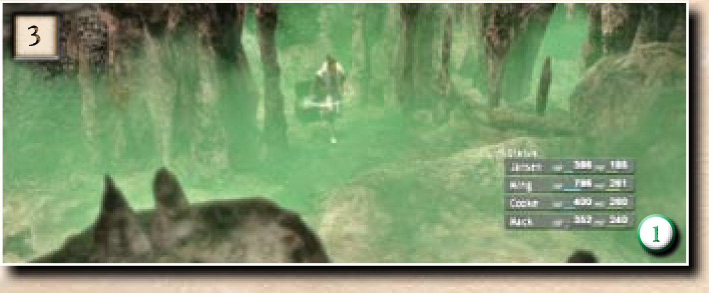


Watch out for the trickle of flowing water on sloped areas. As with the icy inclines of the Ice Glacier, you can slide down those, but there is no way to climb back up.

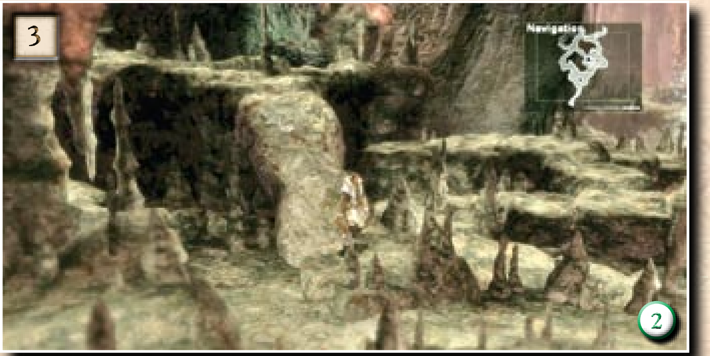
3

A Little Poison Never Hurt Anyone

You'll encounter a patch of toxic gas near point 1, and a chest with the Forcea spell right in the middle of it. There's nothing you can do to clear the gas, so heal up, charge in, grab the loot, and get out before you die. Don't bother running through it to point C—that's a Royal Seal, and Tolten is nowhere to be found.



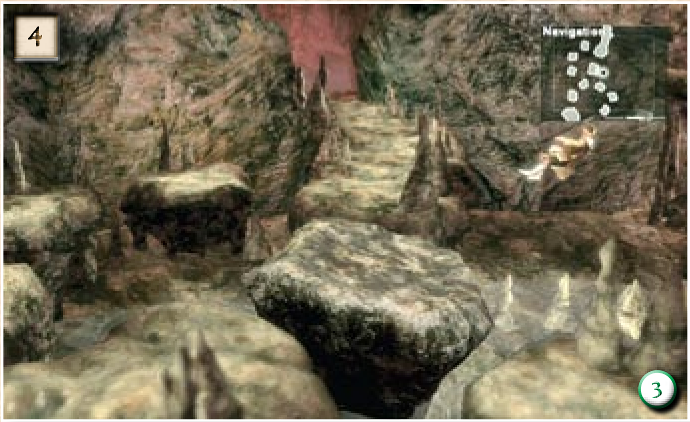
But don't be so eager to wade into the green when you next encounter the gas on the Path of Poison Mist map. On that map, you'll find a boulder at point 2 that you can knock off of a ledge, blocking the source of the mist. The poison gas will dissipate immediately.

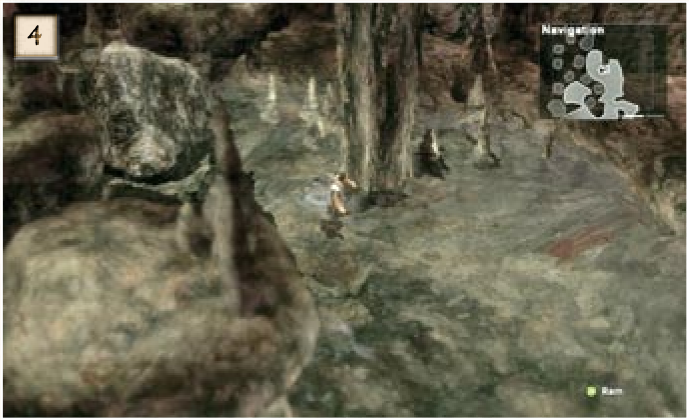


4

Take the Strange Rock for a Ride

When you're hopping across the rock at point 3, it'll buckle and toss you into the shallow pool of water. Walk around the pillar at point C until you find the direction from which you can ram it, and then give it a shove to knock the treasure chest off its top.





[Boss] Ice Magic Beast

Quick Tips

Suggested Party Level

37–39

Recommended Ring

- Planet Ring
- Creature Ring

Recommended Skills

- Attack Boost 1 (Power Bangle)
- Anti-Freeze (Warm Vest)
- Absorb Magic (Talisman)
- Concentrate (Cooke)
- Stand Ready (Knight's Code)
- Water Resistance Up (Water Charm)
- Spirit Magic Lv5+ (Various Spirit Bands)
- Mimint Ear (Lucky 0 Magic Damage)

Stats

HP:	10,360
Type:	Organic
Element:	Water
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Boss Prep

This battle is all about Mack; your other characters need only support him with buff spells. Give Mack the Power Bangle to boost his attack strength, and have Ming take over his Spirit Magic duties while also helping Cooke cast high-level White Magic. This boss will attack with the Freeze ailment and All-Aquara spells, so Anti-Freeze and Water Resistance Up are invaluable.

Boss Tactics

The Ice Magic Beast is protected by a permanent Reflect spell, so any attempt to cast spells at it will backfire horribly. That leaves your party with only one viable path to victory: pumping Mack with Powerus spells and having him use Combo repeatedly. If you can keep Mack protected, this should take only 10 turns or so, and you can always speed it up by chucking a few bombs the boss's way.

Since your spellcasters are useless on offense, busy them with building an impregnable defense of All-Shieldus, All-Barricadus, and Covera spells, and immediately healing any wounds the party suffers. In particular, watch out for the boss's one-two punch of chilling a row of characters and then freezing them solid on the next turn. (Putting Mack alone in the front should ensure that he is never targeted.) You can defrost the frozen with Blazing Rubies and Cure-All spells, or just wait it out—frozen characters usually thaw within two turns.

Grounda
2350
MISS
Jansen 1130 250
Ming 1300 201
Cooke 870 205
Mack 1220 230

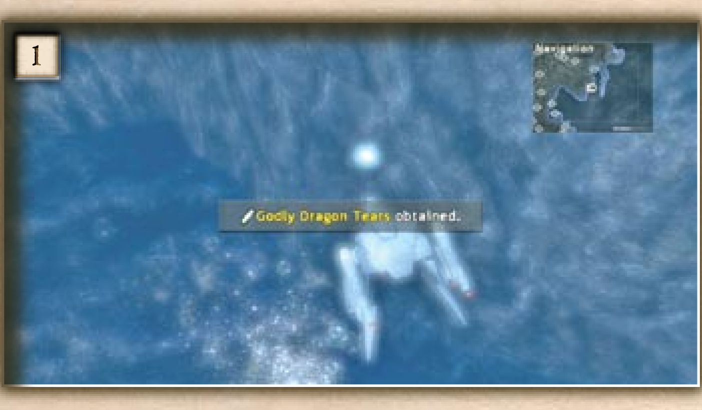
DISC 4 | CHAPTER 4-1

THE WINDSWEPT SEA

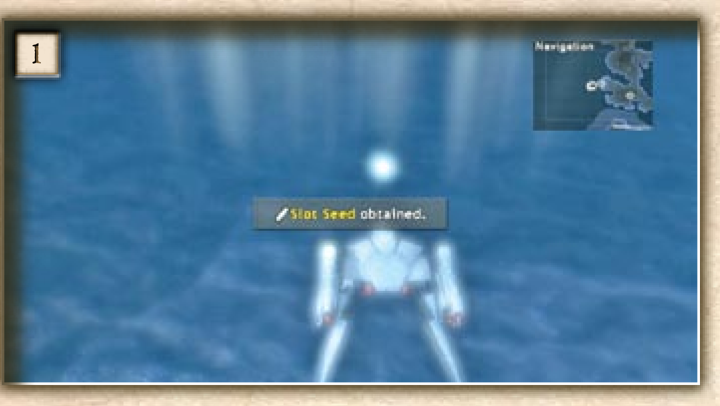
SED'S *NAUTILUS* CAN REACH BOTH COASTAL AREAS YOU'VE VISITED IN THE PAST AND UNEXPLORED REGIONS LOCATED ON THE ISLANDS OF THE WINDSWEPT SEA. BEFORE YOU ATTEMPT THE CHALLENGING DUNGEONS AHEAD, IT'S A GOOD IDEA TO REVISIT OLD CITIES LIKE UHRA AND GOHTZA, WHERE MANY LUCRATIVE SIDE QUESTS AWAIT.

1 TREASURE HUNTING WITH THE *NAUTILUS*

When you dive underwater with the *Nautilus*, you'll discover places where bubbles rise from the ocean floor. Get close to the bubbles and examine them with the A button to dredge up a piece of sunken treasure. All of these treasures are right along the coast, so if you circle the map underwater you'll find all of the ones that you can reach without crossing any currents. The best treasure of all is the easiest one to find; warp to the Western Shore of Uhra, hit the B button to submerge, and you'll be looking right at a *Slot Seed*.



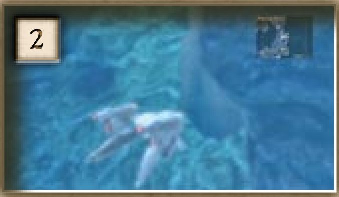
Godly Dragon Tears obtained.



Slot Seed obtained.

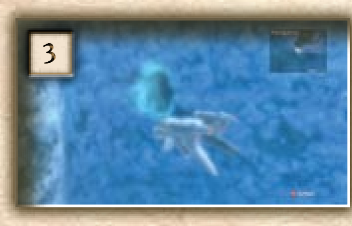
2 SEARCHING FOR UNDERWATER CAVERNS

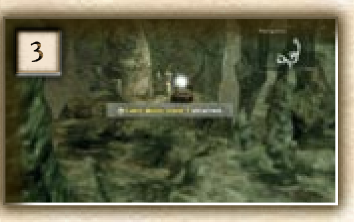
Treasure isn't the only thing you'll find beneath the surface of the sea. You can also find underwater paths that lead to new areas, typically where you see unusually long inlets on your map. To reach the island lake that Ming asked about, head southeast from the Burning Cave, dive beneath the waves, and look for a suspicious hole in the inlet of the southeast island. Resurface in that island's lake, and park the *Nautilus* to unlock the Great Ancient Ruins area. This area will be covered in Chapter 4-2.



3 RAIDING THE TERRACE CAVE

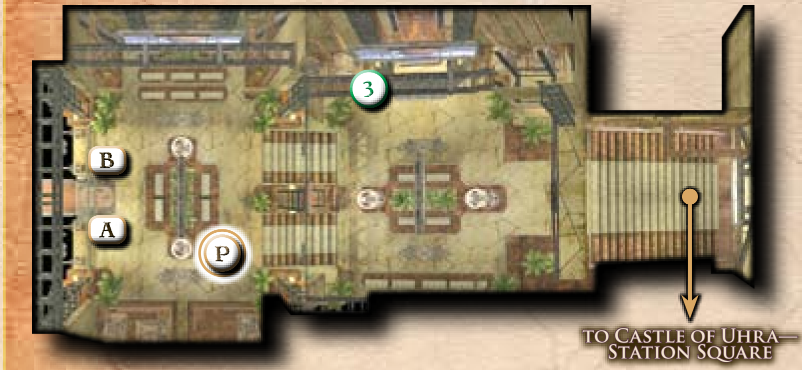
Another new area is on the large island southwest of the main continent. Submerge the *Nautilus* and search for another hole along its southern coast. That leads straight to the Terrace Cave, an area where you'll face foes that are challenging, but beatable at your current party level. The loot here includes *Cubic Music Score 7* and a bunch of ring components. See the "Optional Areas and Missions" section of this book for more details.





SIDE QUESTS: CITY OF UHRA

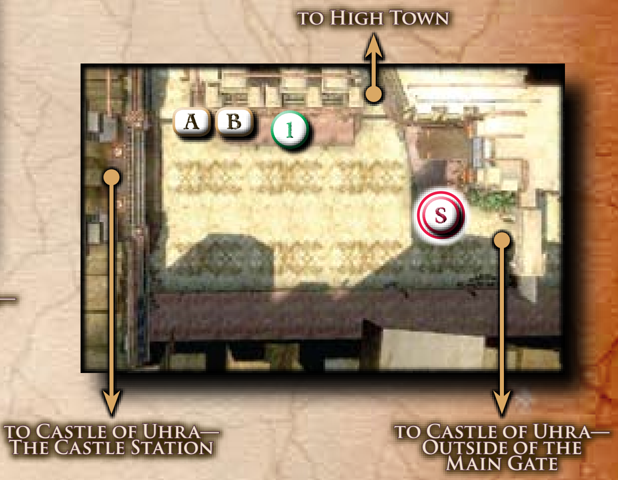
MONORAIL—THE CASTLE STATION


3
B
A
P
TO CASTLE OF UHRA—STATION SQUARE

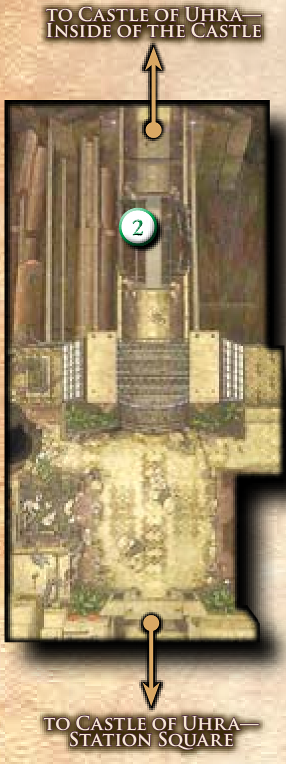
A. Aquaus Bomb
B. Seed

CASTLE OF UHRA—STATION SQUARE

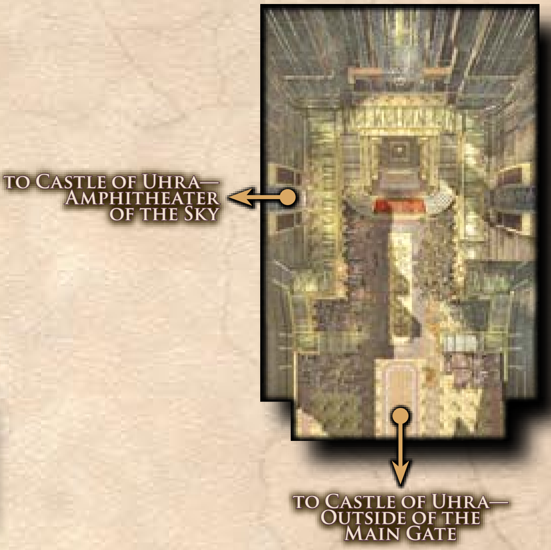
A. Seed
B. Adamantine Ore x3


TO HIGH TOWN
A
B
1
S
TO CASTLE OF UHRA—THE CASTLE STATION
TO CASTLE OF UHRA—OUTSIDE OF THE MAIN GATE

CASTLE OF UHRA—OUTSIDE OF THE FRONT GATE

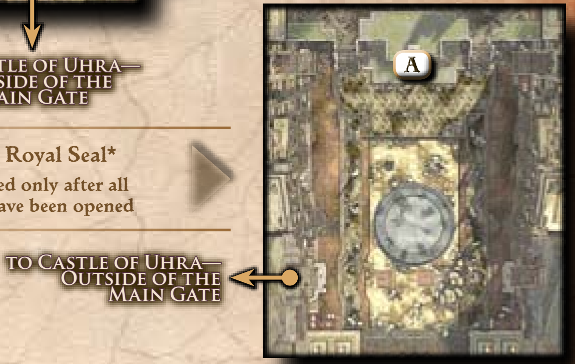

TO CASTLE OF UHRA—INSIDE OF THE CASTLE
2
TO CASTLE OF UHRA—STATION SQUARE

CASTLE OF UHRA—INSIDE OF THE CASTLE


TO CASTLE OF UHRA—AMPHITHEATER OF THE SKY
TO CASTLE OF UHRA—OUTSIDE OF THE MAIN GATE

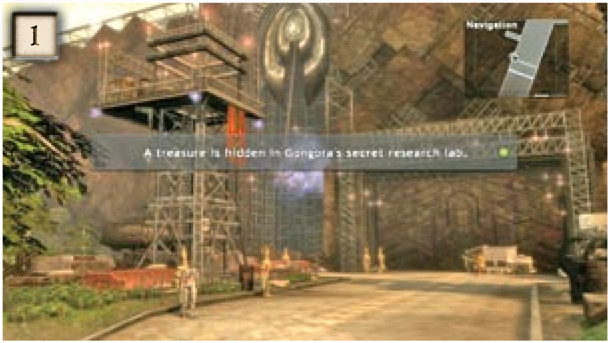
CASTLE OF UHRA—AMPHITHEATER OF THE SKY

A. The final Royal Seal*
*Can be opened only after all other seals have been opened


A
TO CASTLE OF UHRA—OUTSIDE OF THE MAIN GATE

1 KING GONGORA'S SECRET

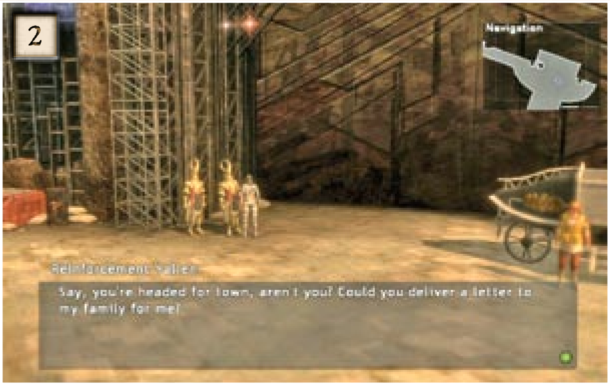
Tolten is no longer a wanted man, so there's no need to avoid the Uhran guards. In fact, the guards at the Great Gate are nothing but helpful—one has a treasure-hunting tip that points to the *Demon King Staff* and the *Demon King Ring* hidden in the Experimental Lab beneath Gongora's Mansion.



A treasure is hidden in Gongora's secret research lab.

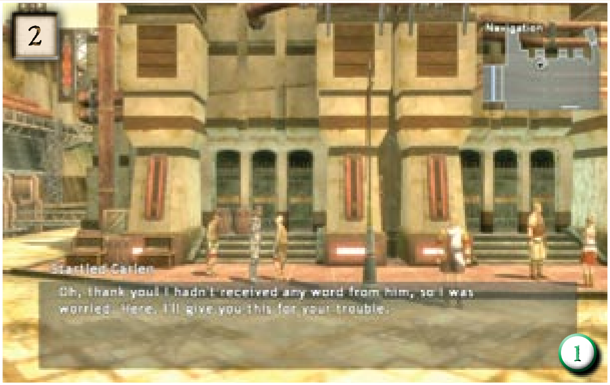
2 DELIVER THE SOLDIER'S LETTER

Another Great Gate soldier will ask you to deliver a letter to Uhra's new Castle Station. You can reach it via the monorail or by hopping a cab, and you'll find the letter's recipient at point 1. Your reward for this simple errand is the stunning *Freedom Armband*, which will teach your immortals the fantastic Slot +5 skill.



Reinforcement Yalier

Say, you're headed for town, aren't you? Could you deliver a letter to my family for me?



Startled Carlen

Oh, thank you! I hadn't received any word from him, so I was worried. Here, I'll give you this for your trouble.

GONGORA'S SECRET CAVE

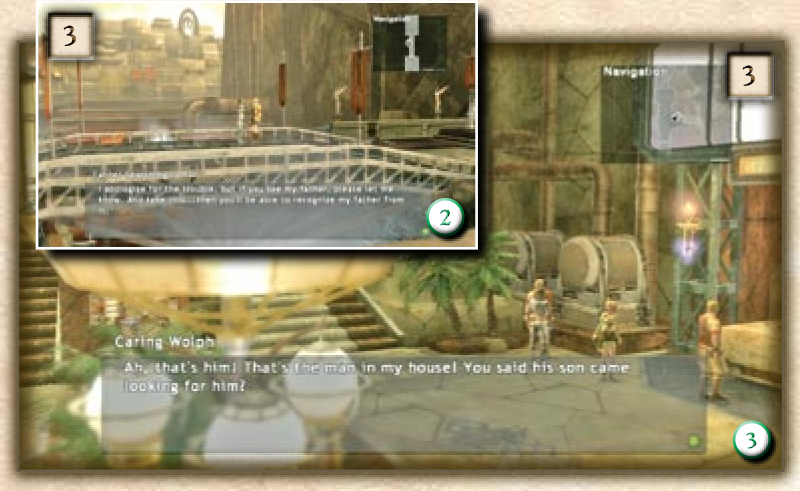
WITH GONGORA OUT OF TOWN, YOU'RE FREE TO RAID HIS OFFICE FOR A HANDFUL OF MINOR TREASURES. YOU CAN ALSO PAY A VISIT TO GONGORA'S SECRET CAVE, AN OPTIONAL AREA THAT YOU CAN REACH BY OPENING THE ROYAL SEAL IN THE MANSION'S YARD. THE ENEMIES DOWN THERE AREN'T TOO DIFFICULT, WITH ONE BIG CAVEAT: VIRTUALLY EVERYONE IN YOUR PARTY WILL NEED THE ANTI-PETRIFY SKILL TO SURVIVE. IN ADDITION TO WHAT YOU FIND ON THE TREASURE HUNT, YOU'LL FIND THE *MAGICAL LOCK KEY* AND THE *BACKYARD WEEKLY*, WHICH OPEN SEVERAL NEW BATTLES IN THE BACKYARD, AND A *MAGIC CAPSULE* NEEDED FOR A QUEST IN THE GRAND STAFF CONSTRUCTION BASE (SO VISIT THERE FIRST). YOU'LL ALSO BE ABLE TO WITNESS A MAJOR STORYLINE EVENT. SEE THE "OPTIONAL AREAS AND MISSIONS" SECTION OF THIS BOOK FOR FULL DETAILS.

3460
1660
191
Tolten
Kaim
Sarah
Ming
Sed
Turn

Sed is completely petrified!

3 FIND THE MISSING MAN

Head east from Castle Station Square to the castle ruins, where you'll find a man at point 2 of the Outside of the Front Gate map. Accept his *Missing Persons Poster*, and show it to the man at point 3 in Castle Station. He knows the missing man, and can tell you exactly where to find him. Bring that information to the man who gave you the poster, and he'll give you nine *Nightmare Seals*.



Caring Wolph

Ah, that's him! That's the man in my house! You said his son came looking for him?

4

HIDDEN TREASURE IN CENTRAL STATION SQUARE

Take the monorail or a cab to good ol' Central Station, where one of the locals will give you a treasure-hunting tip. Following up on it is a snap: just head out to Central Station Square and search near the statue to turn up the *Gaia Breaker* sword and the *Gaia Ring*.

5

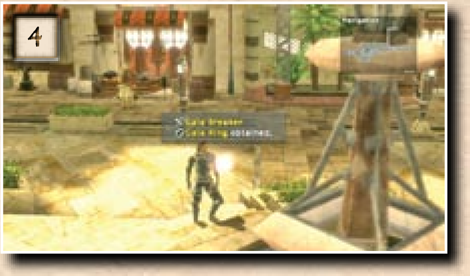
CATCH UP WITH CUBIC MUSICIAN LITO

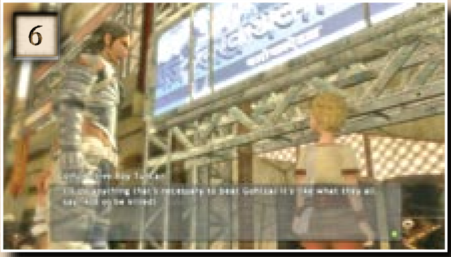
Lito has set up shop in Central Station Square, allowing you to play all of the Cubic Music Scores you've collected since you last met. Check the "Optional Areas and Missions" section of this book for a list of their locations and rewards.

6

A DREAM AND A GIFT

Walk down Uhra's Main Street, and you'll see something that will trigger the "*Beyond the Wall*" dream. The dream contains the "*Sarah's Gift*" treasure-hunting tip, but your Magic-Powered Locator isn't high-level enough to pursue it yet.

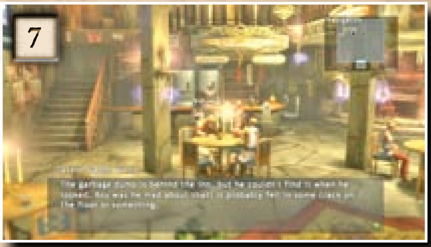


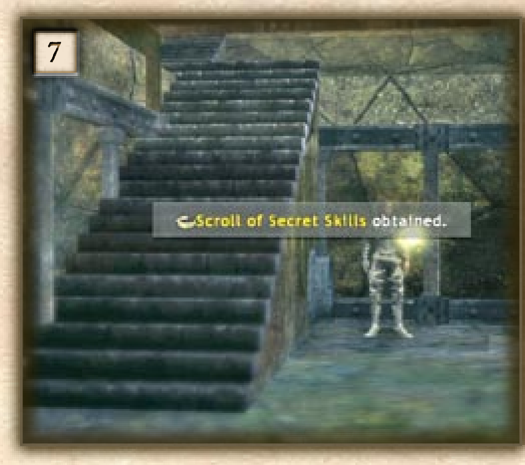


7

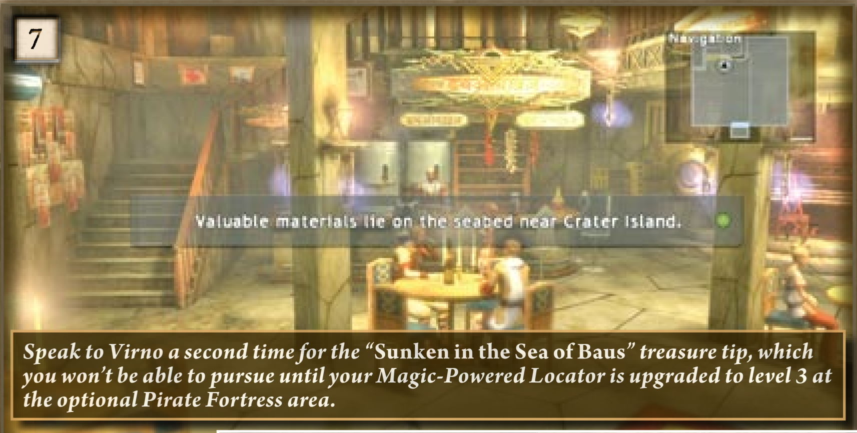
SEWER JUNK AND TRASH CAN TREASURES

Just south of the boy who triggered the dream, a man will give you the "*Sewer Junk*" treasure-hunting clue. Before you set off to the sewers, head into Virno's Tavern and get the "*Trash Can Treasure*" tip from Virno. You'll find the latter treasure behind the inn (four *Byproduct X* components, which will allow you to make a Contagion Ring) and you can pick up the Sewer Junk treasure (a *Scroll of Secret Skills* accessory) by dropping into the nearby manhole and searching in the nearest of the now-drained sewer pools.





Scroll of Secret Skills obtained.



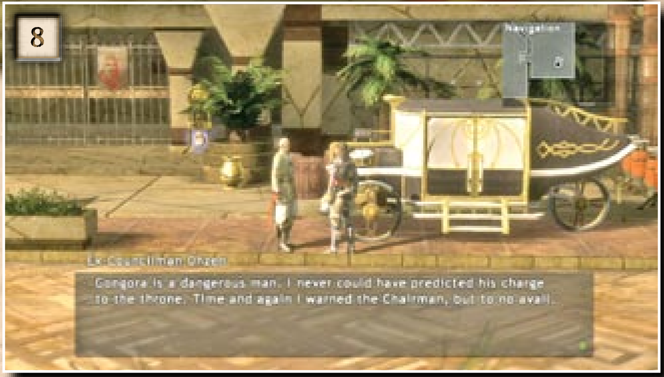
Valuable materials lie on the seabed near Crater Island.

Speak to Virno a second time for the "Sunken in the Sea of Baus" treasure tip, which you won't be able to pursue until your Magic-Powered Locator is upgraded to level 3 at the optional Pirate Fortress area.

8

A CAMEO FROM COUNCILMAN OHZEN

Gongora disbanded the council, but Councilman Ohzen is still hanging around. You'll find him near his fancy carriage in the Residential District, where he'll provide four *Necrosis Molds* to aid you in your quest.



Ex-Councilman Ohzen

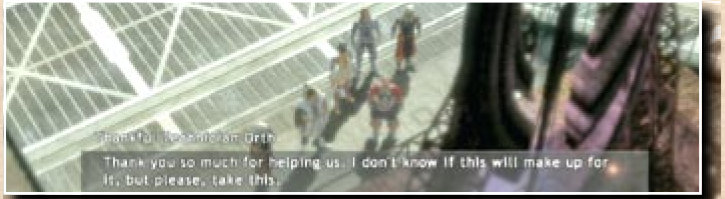
Gongora is a dangerous man. I never could have predicted his charge to the throne. Time and again I warned the Chairman, but to no avail.

SIDE QUESTS: GRAND STAFF CONSTRUCTION BASE

1

MORE MAGIC ENGINES TO FIX

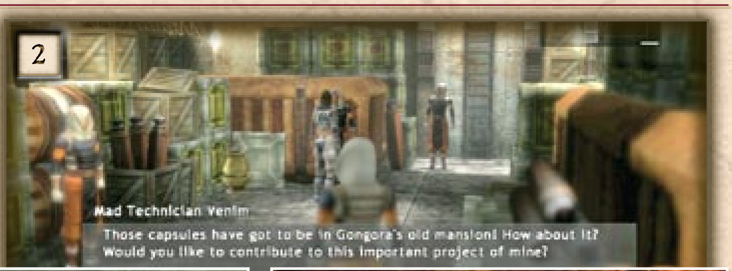
The crew of the Grand Staff Construction Base is suffering some serious mechanical failures, but it's nothing that Sed can't fix with ease. The grateful engineers will reward you with six *Living Brass* components that you can use to make a Fury Ring.


Thankful Technician Orth
Thank you so much for helping us. I don't know if this will make up for it, but please, take this.

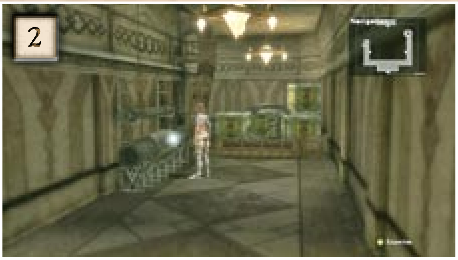
2

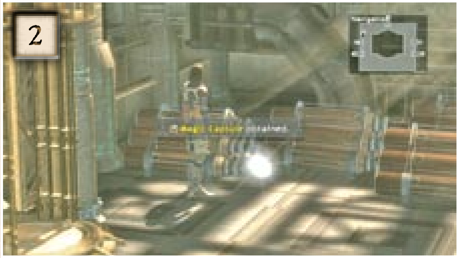
SWIPE GONGORA'S MAGIC CAPSULES

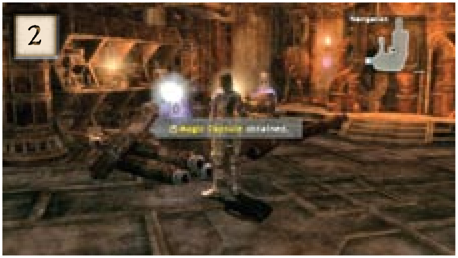
One of the unscrupulous researchers in the Building Material Warehouse wants you to swipe a set of Magic Capsules from Gongora's Mansion in Uhra. If you sign on for this quest, you'll find one in the Hallway, one in the Research Lab, and one in the Experimental Lab in the secret cave under the mansion. When you find all three, give them to the researcher in exchange for six *Ceremonial Crystals*.



Mad Technician Venim
Those capsules have got to be in Gongora's old mansion! How about it? Would you like to contribute to this important project of mine?



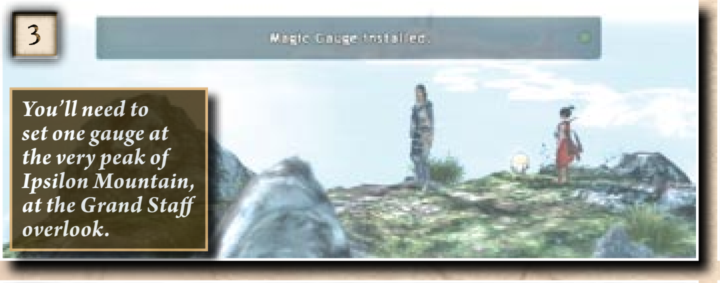




3

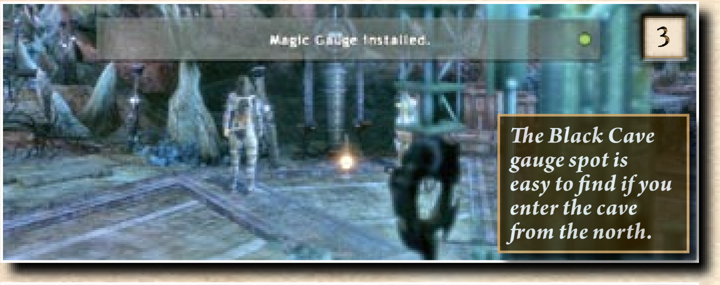
HELP THE MAGIC ENERGY RESEARCHER

A researcher in the Temporary Laboratory needs your help with his magic-energy research. He'll give you four *Magic Gauges* and ask you to set them up in four specific locations. When you've set all four and you return to him, he'll reward you with eight *Magic Staff Fragments*.



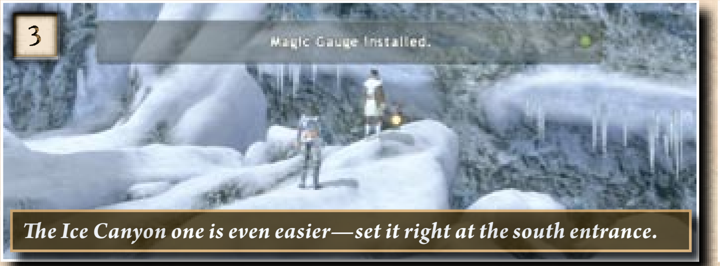
Magic Gauge installed.

You'll need to set one gauge at the very peak of Ipsilon Mountain, at the Grand Staff overlook.



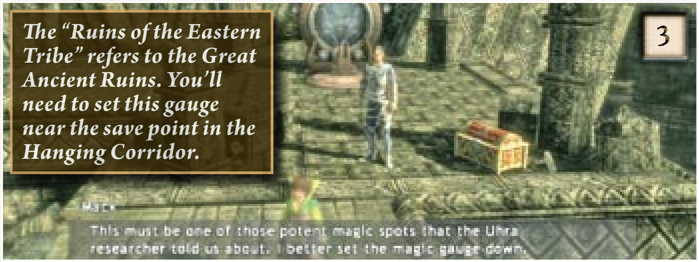
Magic Gauge installed.

The Black Cave gauge spot is easy to find if you enter the cave from the north.



Magic Gauge installed.

The Ice Canyon one is even easier—set it right at the south entrance.



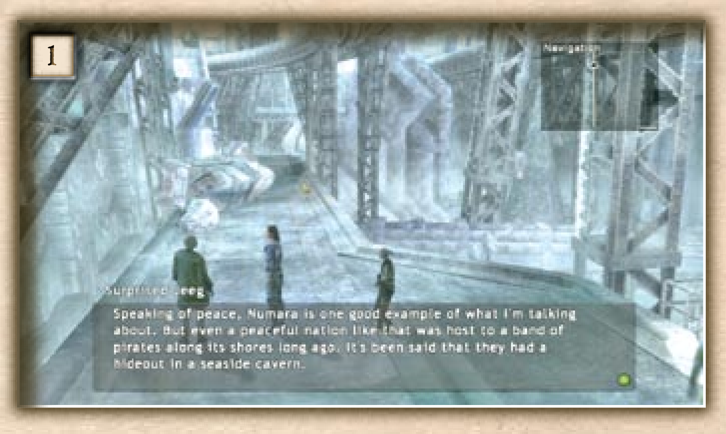
The "Ruins of the Eastern Tribe" refers to the Great Ancient Ruins. You'll need to set this gauge near the save point in the Hanging Corridor.

Mack
This must be one of those potent magic spots that the Uhra researcher told us about. I better set the magic gauge down.

SIDE QUESTS: CITY OF GOHTZA

1 THE NEW ENTRANCE TO LOW TOWN

Middle Town and High Town are long gone, but Low Town remains a lively place. To reach it from the Elevated Entrance, climb down the ladder to the side. Talk to a man at the bottom to learn the "*Cave Treasure*" tip, which will lead you to 12 *Master Thief Tools* in the optional Terrace Cave area.

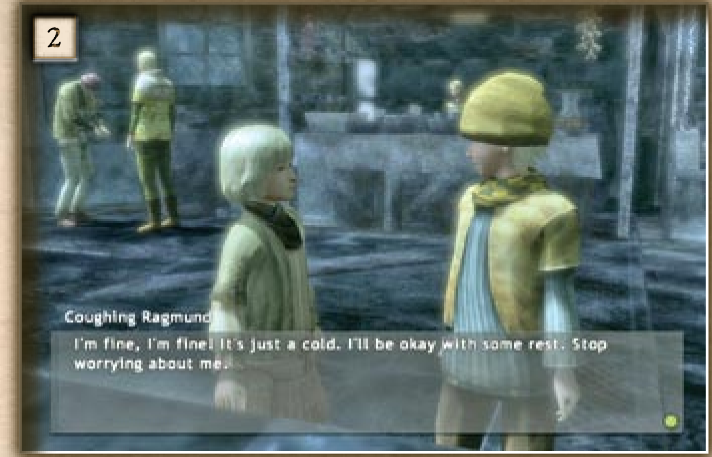


Surprised Jeeg

Speaking of peace, Numara is one good example of what I'm talking about. But even a peaceful nation like that was host to a band of pirates along its shores long ago. It's been said that they had a hideout in a seaside cavern.

2 GET KAIM DREAMING AGAIN

You can unlock "*The Ranking of Lives*" dream—Kaim's first dream in a very long time—by walking along the western wall in Low Town.

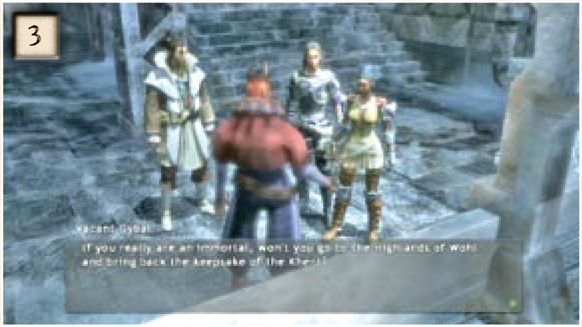


Coughing Ragmund

I'm fine, I'm fine! It's just a cold. I'll be okay with some rest. Stop worrying about me.

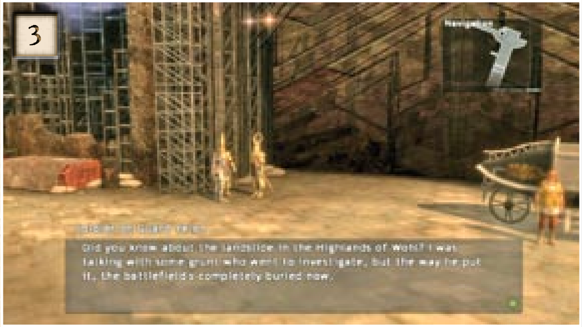
3 A MEMENTO OF KHENT

The Khent citizen in the southeast corner of Low Town wants a memento from the tragedy at the Highlands of Wohl, but the path to the Highlands is closed for good. Fortunately, one of the guards at Uhra's Great Gate can point you in the right direction—all the junk from the battlefield has been sold to Barkus. Pick up the broken Khent sword at the weapon shop's counter, and Barkus will let you have it for free. Bring it to the Khent soldier, who will thank you with a *Happy Flower* accessory.

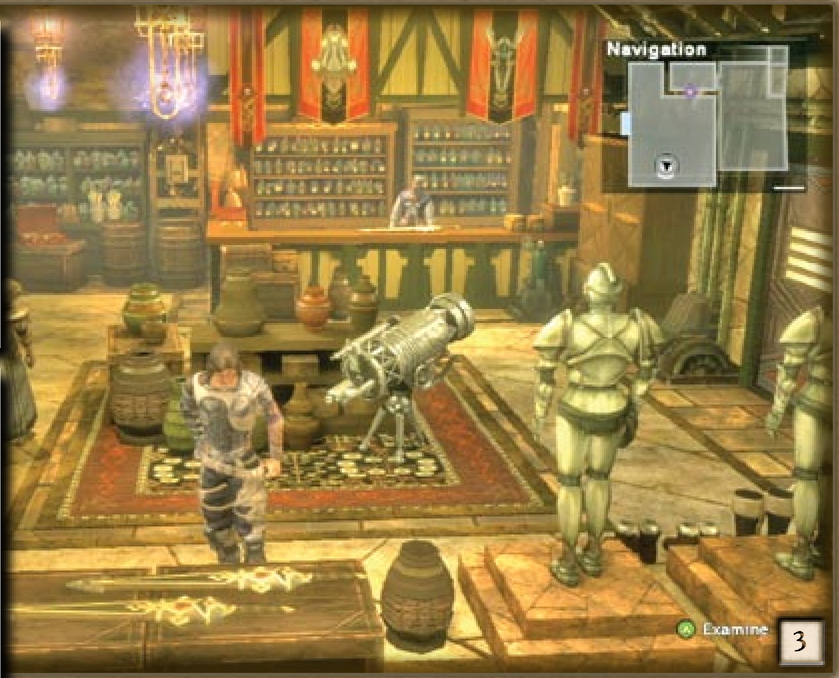


Vacant Gybal

If you really are an immortal, won't you go to the Highlands of Wohl and bring back the keepsake of the Khent!



Did you know about the landslide in the Highlands of Wohl? I was talking with some grunt who went to investigate, but the way he put it, the battlefield's completely buried now.



SHOP DETAILS

The Ringmaker's Recipes (Level 3)

Combined Rings

Combined Ring	Ring 1	Ring 2	Ring 3
Sun Ring	Volcano Ring	Demolition Ring	Fury Ring
Comet Ring	Ocean Ring	Demolition Ring	Fury Ring
Atmosphere Ring	Typhoon Ring	Demolition Ring	Fury Ring
Meteorite Ring	Quake Ring	Demolition Ring	Fury Ring
Greed Ring	Demolition Ring	Fury Ring	Soulsucker Ring
Assassin Ring	King Thief Ring	Biohazard Ring	Slayer Ring
Cursed Poison Ring	Biohazard Ring	Asteroid Ring	Enclosure Ring
Crisis Ring	Monster Ring Ultra	Wizard Ring Ultra	Sorcerer Ring Ultra
Magic Breaking Ring	System Ring Ultra	Enclosure Ring Ultra	Amnesia Ring Ultra

Raihel's General Store (Right Counter)

Weapons

Weapon	Power	Price
Full Blade	83	3,600G
Rough Edge	112	5,300G
Lord Spire	24	3,500G
Ether Torch	24	3,550G
Holy Scepter	30	5,400G
Chakra Arm	46	3,800G
Wrath Minder	93	5,510G

Accessories

Accessory	Enhancement	Price
Novice Earrings	Lv1 Black-White Magic	300G
Apprentice Earrings	Lv2 Black-White Magic	500G
Adept Earrings	Lv3 Black-White Magic	750G
Sorcerer Earrings	Lv4 Black-White Magic	1,200G
Earrings of Wisdom	Lv5 Black-White Magic	2,000G
Wisdom Earrings	Lv6 Black-White Magic	3,600G
Magic Trial Record	Lv2 Composite Magic	2,500G
Antidote Brooch	Anti-Poison	280G
Light Lens	Anti-Blind	410G
Kelolon Earrings	Anti-Kelolon	550G
Alarm Clock	Anti-Sleep	480G
Curse Blocker	Anti-Curse	1,200G
Lion Heart	Anti-Terror	1,000G
Stabilizer	Anti-Dizzy	520G
Seal Blocker	Anti-Seal	1,000G
Yellow Band	Anti-Paralysis	450G
Warm Vest	Anti-Freeze	2,000G
Medusa's Head	Anti-Petrify	1,500G
White Flame Candle	Anti-Darkness	3,500G
Eastern Spirit Band	Lv1 Spirit Magic	300G
Bronze Spirit Band	Lv2 Spirit Magic	500G
Red-Copper Spirit Band	Lv3 Spirit Magic	750G
Gold Spirit Band	Lv4 Spirit Magic	1,200G
Obsidian Spirit Band	Lv5 Spirit Magic	2,000G
Diamond Spirit Band	Lv6 Spirit Magic	3,600G

Components

Component	Used in Ring	Price
Magma Fragment	Flame	30G
Crimson Treasure	Blaze	100G
Cold Water Stone	Aqua	30G
Rainbow Coral	Flux	100G
Wind Seal Leaf	Wind	30G
Tornado Leaf	Storm	100G
Quality Iron Sand	Earth	30G
Nutrition of the Earth	Tremor	100G
Beast's Horn	Beast	35G
Raging Beast's Eye	Dinosaur	100G
Junk Parts	Jamming	50G
Pendulum	Hacker	80G
Mysterious Perfume	Daydream	125G
Magic Crystal	Alchemist	150G
Insect Innards	Bio	25G
Bug's Stomach	Creature	125G
Sharp Beak	Aim	40G
Monster Bird's Plume	Hunter	150G
Kelo-Oil	Kelo	150G
Kelo-Helmet	Super Kelo	300G
Hard Skin	Piercing	20G
Shark Skin	Gouging	110G

CONTINUED

CONTINUED

Components (Continued)

Component	Used in Ring	Price
Eastern Red Ore	Spirit	50G
Ceremonial Crystal	Enchanted	550G
Poison Oil	Poison	80G
Poisonous Red Snake	Toxin	150G
Paraweed Thorn	Numbing	75G
Magic-Sealing Feather	Seal	100G
Seed of Terror	Fear	80G
Blinding Powder	Blinding	150G
Sandman's Seal	Sleep	25G
Living Gypsum	Stone	250G
Magic-Luring Stone	Osmosis	50G
Sticky Tape	Poison, Anger	20G
Gutsy Cloth	Rage	100G
Bent Needle	Pickpocket	300G
Thief's Charm	Snatcher	500G
Pumice of Despair	Shockwave	40G
Incense of Distrust	Destruction	110G
Blood Sucking Needle	Draining	50G
Life Stealing Tooth	Devour	75G
Whetstone	Bruiser, Aim, etc.	15G
Beast Hide Rasp	Crusher	100G
Black Pearl Powder	Daydream	25G
Loud Bell	Forgetting	500G

Raihel's General Store (Left Counter)

Items

Item	Price
Healing Medicine	40G
Healing Herb	120G
Healing Tank	360G
Mana Herb	60G
Mana Capsule	180G
Mana Bottle	540G
Antidote	15G
Eye Drops	20G
Kelo-Vitamin	30G
Smelling Salts	35G
Anti-Paralysis Herb	20G
Brave Fruit	40G
Seal Clear	40G
Stone Beast's Thorn	50G
Mint Powder	25G
Blazing Ruby	45G
White Flame Rock	50G
Bind Healer	45G
Angel's Plume	150G
Flare Bomb	100G
Flara Bomb	500G
Aqua Bomb	100G
Aquara Bomb	500G
Wind Bomb	100G
Winda Bomb	500G
Ground Bomb	100G
Grounda Bomb	500G

Magic

Spell	Spell Book	Price
Ground Mine	Black Lv6	3,080G

4

The Shops Are Open—Even for You!

The merchants of Gohtza can't afford to be selective any longer, and will now happily sell you their wares. There isn't much new to buy, but if you pick through the lengthy lists you'll find the new *White Flame Candle* accessory and the missing Black Magic *Ground Mine* spell. There are also several new ring components for sale, but not quite enough to fill any of the ringmaker's new recipes for Level-3 (!) rings.

5

Fight for Prizes in the Backyard

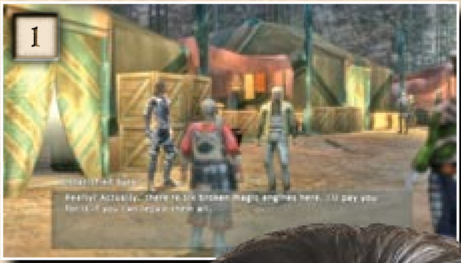
If you're up for a serious challenge (with some excellent rewards), you can now enroll in the Backyard battling league, set in the lowest floor of Low Town's Abandoned Apartment. To get a feel for what the Backyard is all about, beat the trio of Kelolon in the first easy battle, and you'll win the book *Backyard for Beginners*. That's the two-star prize, but there's also a three-star prize awarded in each battle when a secret condition is satisfied. Take *Backyard for Beginners* to one of the nearby spectators, and he'll give you hints about what those conditions are.

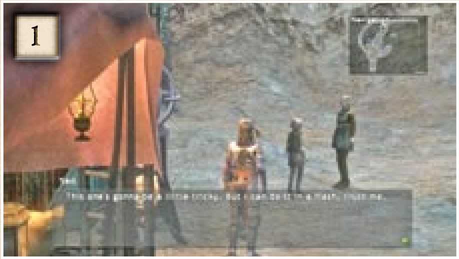
Challenge the Kelolon trio again, and this time defend until they've had a chance to use their Combination Attack at least three times. If you can survive that and still win the battle, you'll earn the three-star prize, a *Slot Seed*. See the "Optional Areas and Missions" section of this book for strategies on every battle available at the Backyard.

SIDE QUESTS: REFUGEE CAMP

1 SIX MORE MAGIC ENGINES TO FIX

Sed's engineering skills will come in handy yet again, when he's asked to fix the six magic engines that are lighting the camp. You'll find one just to the north of the man who hired you, partially hidden behind a tent. Two others are in the hot-springs area, and the remaining three are along the west wall. Report back when you're finished, and you'll receive five *Death Powders*, which can combine to form a Slayer Ring.

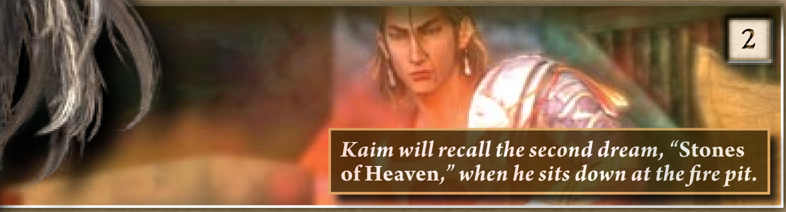




2 THREE NEW THOUSAND-YEAR DREAMS

Now that Kaim is in your party, you can unlock no fewer than three dreams in the Refugee Camp. They need to be unlocked in order, and if you can't get the second or third dreams, exit to the world map then return and try again.

The first dream event, "The Village Closest to Heaven," will trigger when you approach the medical tent.



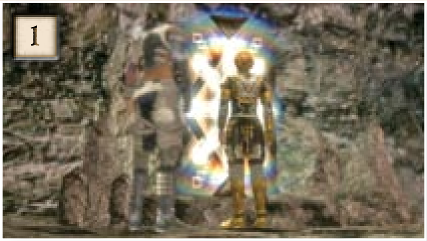
Kaim will recall the second dream, "Stones of Heaven," when he sits down at the fire pit.

Finally, enter the Medical Tent and speak to the child on the bed to unlock "Signpost." You'll also receive the treasure-hunting tip "The General's Memento."

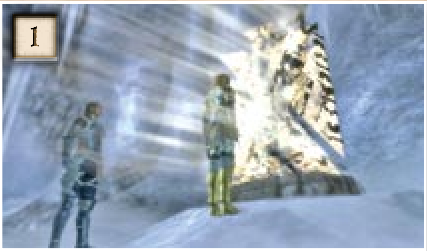
1

CLAIMING TOLTEN'S ROYAL LEGACY—PART ONE

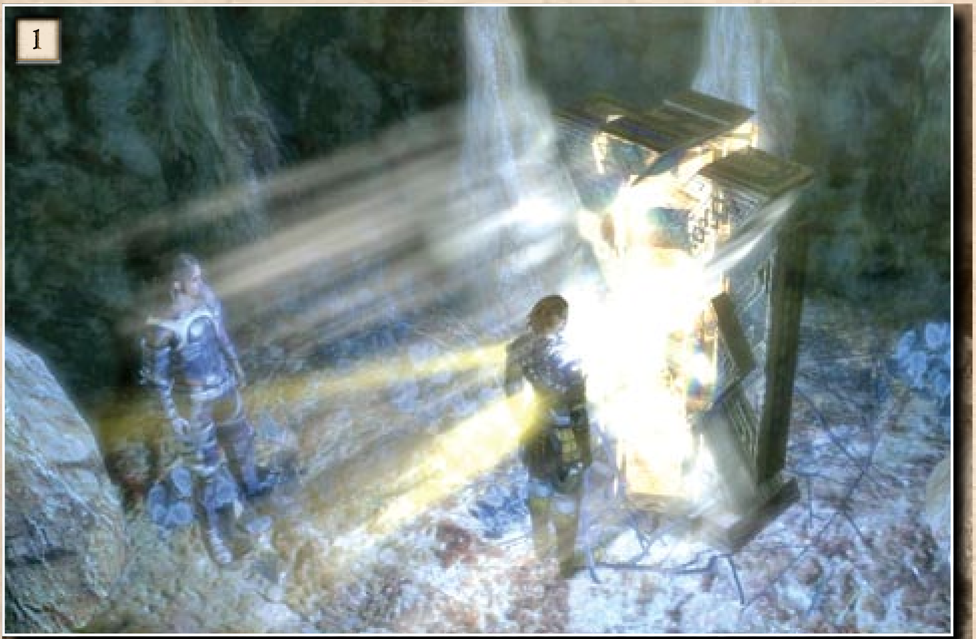
You can now return to most of the areas where you've seen Royal Seals and have Tolten unlock them, revealing some of the finest equipment in the game. Note, however, that until your immortals learn Tolten's Royal Equipment skill, they won't be able to equip any of the accessories acquired from Royal Seals.



You'll have to wade through the poison gas in the Burning Cave's Path of Dankness map to find this Royal Seal, which holds a Royal Emblem.



The Quad-Element Charm *at Ice Canyon is easy to get. Just take the north entrance to Snowy Plateau and climb up the icy path.*



Enter the Black Cave from the north entrance, and head south to the Helltrap map. The Master Sword *and* Master Ring *you'll find behind this seal are both amazing.*

2

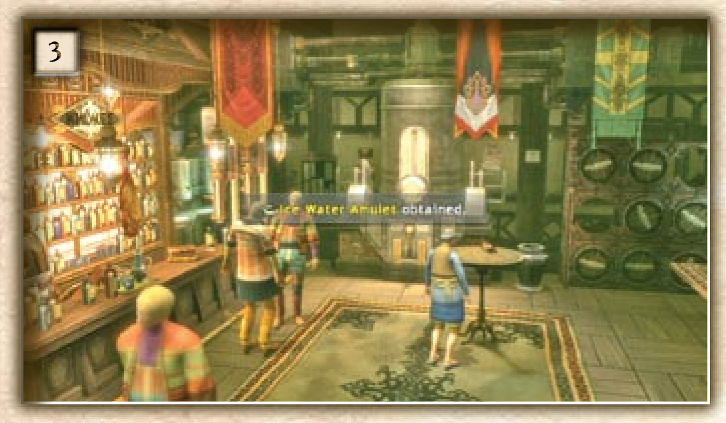
ONE MORE DREAM FOR THE ROAD

Enter the Ipsilon Mountains from the north to trigger the "*A Chorus of Cicadas*" dream only a short distance into the map.

3

FIXING WRECKS IN THE CITY OF SAMAN

Sed can finally fix that broken jukebox in Saman's tavern, earning your party an *Ice Water Amulet* and the ability to hear that Sheena Easton song whenever you like. Sed can also fix a broken vehicle on the town's main street, and earn five *Adamantine Ores* for his efforts.



Ice Water Amulet obtained.

DISC 4 | CHAPTER 4-2

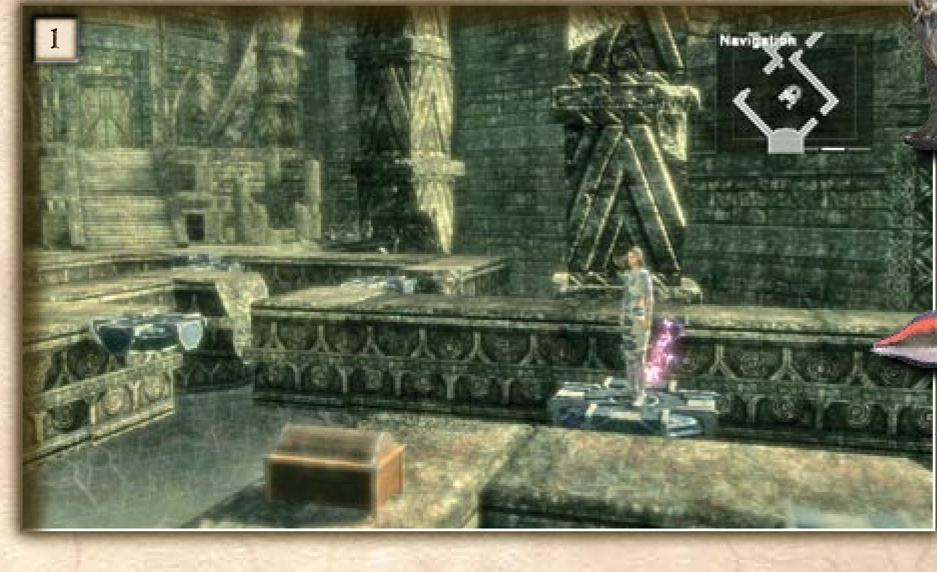
THE GREAT ANCIENT RUINS

THE GREAT ANCIENT RUINS IS THE FIRST OF A PAIR OF SPECTACULAR STRUCTURES BUILT BY THE MYSTERIOUS AND LONG-VANISHED EASTERN TRIBES. THE RUINS ARE SAID TO STILL CONTAIN SOME OF THE MAGIC ENERGY STONES THAT ONCE POWERED THE TRIBES' MANY TECHNOLOGICAL MARVELS.

ASTRAL SQUARE

1 THE LEGACY OF THE EASTERN TRIBES

At the temple's entrance you'll find magical platforms that can ferry your party over a seemingly bottomless moat. Once you get across, double back using different platforms to reach the chest with the Tablet Fragment in the center of the moat. Then enter the ruins' Astral Square, the first of the two large towers that dominate the structure.



TREASURES—LEGACY OF THE EASTERN TRIBES

A. MAGIC STAFF FRAGMENT X4 (ON THE FIRST FLOATING ISLAND)

B. TABLET FRAGMENT (ON THE CENTER ISLAND, ACCESSIBLE FROM THE PLATFORM TO THE NORTHEAST)

ENEMIES

GAIATOAD

HP:	2,000
TYPE:	ORGANIC
ELEMENT:	EARTH
—	—
STEALS:	POISON OIL POISONOUS BONES
DROPS:	TOXIN BUTTERFLY SCALES NECROSIS MOLD POISONOUS RED SNAKE BYPRODUCT X

TROOKY

HP:	920
TYPE:	NONE
ELEMENT:	FIRE
—	—
STEALS:	BENT NEEDLE JET BLACK CLOTH
DROPS:	PURGATORY ORE THIEF'S CHARM BRASS KEY —

WIND SPHERE

HP:	650
TYPE:	MAGIC
ELEMENT:	WIND
—	—
STEALS:	GALE WING ROUND SPIRIT STONE
DROPS:	FUJIN DRUM ROUND SPIRIT STONE ADAMANTINE ORE LIVING BRASS

2 Divide to Conquer the Astral Square

From the entrance, walk past the first magic platform and you'll discover one of Tolten's Royal Seals at the dead end beyond. It contains a Golden Gauntlet accessory that can be equipped only by immortals with the Royal Equipment skill.

Return to the platform, which seems to require a switch to operate. That's no problem, but when you get to the next platform, the switch will be too far away to activate. Your party will have no choice but to split up, with Kaim's party of Mack, Cooke, and Sarah taking the platform while Seth's party of Tolten, Sed, Ming, and Jansen stays behind to throw the switch.

2
Perfect
Status
Kaim HP 3061 MP 110
Mack HP 1590 MP 270

The Flame and Water Beasts are very resilient to both physical and magical damage. Search your inventory for rings that combine both Lv2 Element- and Type-related damage boosts so your attackers can start doing respectable damage.

Enemies

Water Beast

HP:	2,990
Type:	Beast
Element:	Water
—	—
Steals:	Sun Crystal Beast King's Claw
Drops:	Purgatory Ore Raging Beast's Eye Unicorn's Horn Adamantine Ore

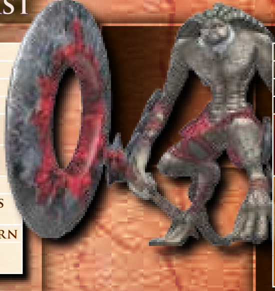
Money

HP:	1,590
Type:	None
Element:	Wind
—	—
Steals:	Thief's Key Ring Invisibility Potion
Drops:	Mother Nature's Spirit Thief's Key Ring Master Thief Tool Ceremonial Crystal

Flame Beast

HP:	2,990
Type:	Beast
Element:	Fire
—	—
Steals:	Waterfall Cluster Beast King's Claw
Drops:	Glacial Ice Raging Beast's Eye Unicorn's Horn Adamantine Ore

Eastern Warrior

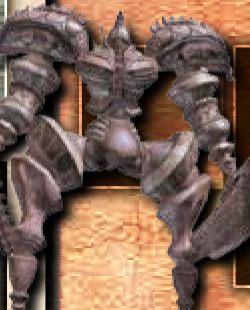


HP:	2,160
Type:	Spirit Magic
Element:	None
—	—
Steals:	Frontier Siderite Magic Power Device
Drops:	Mother Nature's Spirit Loud Bell Roaring Iron Claw Round Spirit Stone

Magi-Plant

HP:	1,370
Type:	Spirit Magic
Element:	None
—	—
Steals:	Magic Staff Fragment Ultra Paralysis Fluid
Drops:	Glacial Ice Magic Staff Fragment Paraweed Needle Paralyzing Thorn

Iron Colossus



HP:	2,260
Type:	Spirit Magic
Element:	None
—	—
Steals:	Guardian Ore Iron Ball of Ruin
Drops:	Glacial Ice Beast Hide Rasp Beat Stone Iron Ball of Ruin

Treasures—Astral Square

A. Golden Gauntlet (Royal Seal)

B. Magical Lock Key (Astral Square upper level—Kaim's party)

C. Magic Analysis Book (Astral Square lower level—Kaim's party)

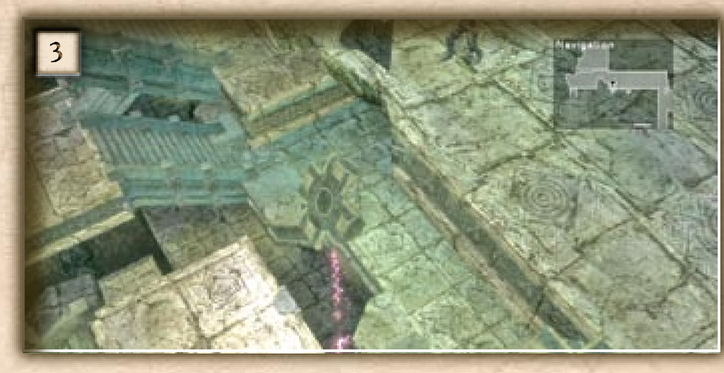
D. Iron Ball of Ruin x4 (Astral Square lower level—Seth's party)

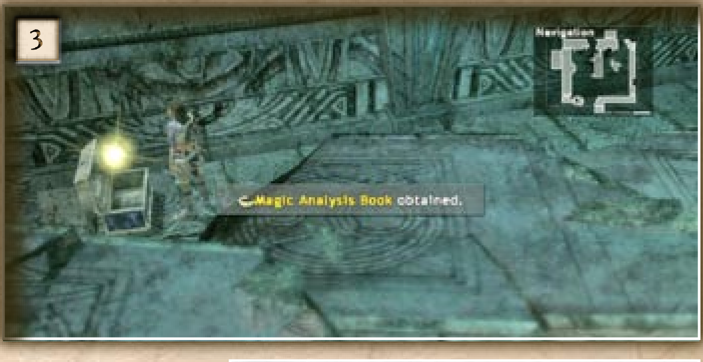
E. Reset spell (Astral Square center level—Seth's party)

3

The Path of Kaim's Party

The first thing Kaim's party will discover is an offline platform that Kaim can kick down to Seth. Don't switch back yet—that platform's going down, not up. Grab the Magical Lock Key (which unlocks new areas of the Backyard) before heading off in search of the next platform. That one will take you to a new area of the middle level, and there you'll find a platform that takes you all the way to the bottom. Go to the end of the lowest floor and search in the corner behind the ruined column for a hard-to-see chest that contains the Magic Analysis Book and its long-awaited Lv3 Composite Magic skill. There are no further platforms here, so switch over to Seth—she can help you out.

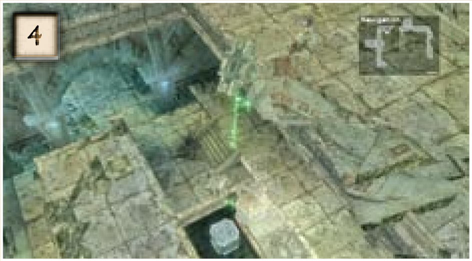




Magic Analysis Book obtained.

4

The Path of Seth's Party



Seth's path will take her to a lower level, and then back up again. Make sure to search all the dead ends for treasure, or you'll miss a rare Spirit Magic spell along the wall. Eventually you'll come to a ledge where there's a red seal on the ground. Continue past that to the east, where you'll find a platform that you can kick down to Kaim. Return to the red seal, then switch to Kaim and have him ride the platform up to join you. Your re-formed party will then activate a platform to the Hanging Corridor.

5

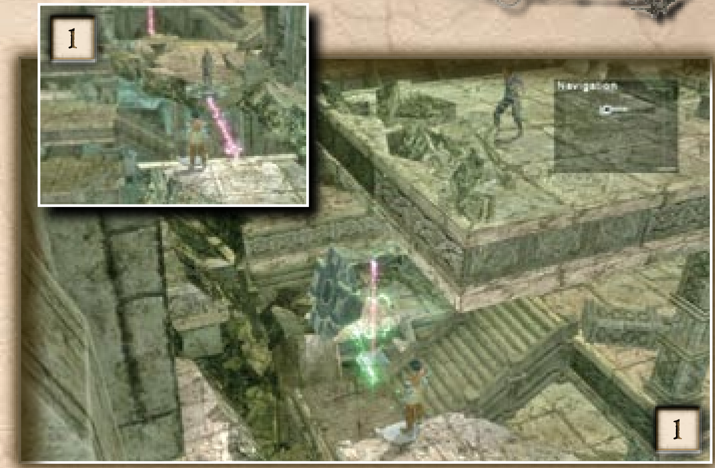
Hanging Out in the Hanging Corridor

You'll find a healing spot and a save spot at the Hanging Corridor, as well as one of the places to set a Magic Gauge (for those who have been pursuing that side quest, discussed in Chapter 4-1's "Grand Staff Construction Base" section). The chest here contains a magic stone that isn't big enough to enhance the *Nautilus*, but is just the right size to upgrade your *Magic-Powered Locator* to Level 2.

Lunar Square

1

Split Up Again at Lunar Square

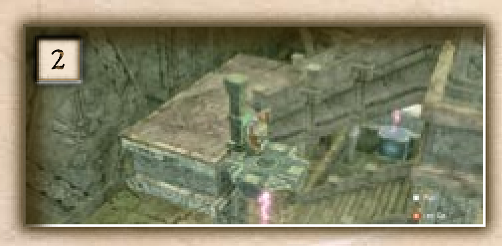


Your party enters the Lunar Square tower on its seventh floor, and must find a way down to the ground level. When your party splits into two again, send both groups to the right, where you'll find a platform that is separated from its activation switch. You can send whomever you like on the platform, but for the purposes of this walkthrough, we'll assume you sent Kaim while Seth pulled the switch.

After grabbing the Dragon Scales from the nearby room, have Kaim climb up the stairs to the west (if you ride any platforms at this point, you'll be in for a long dead end). At the top floor of Lunar Square, you'll find a platform you can kick down to Seth.

2 THE PATH OF SETH'S PARTY

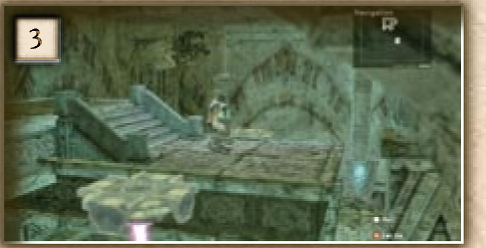
Have Seth go to the opposite end of the seventh floor, where she'll find the platform Kaim kicked down for her. Take it to the sixth floor, where you'll find a glowing obelisk. Drag it onto the platform with you, and its weight will sink you to the fifth floor. Cross the bridge to the east, where you'll find a chest that contains a Trooky Talisman, which functions similarly to the Elmon Crown in the Ice Canyon. In other words, you'll want to let a Trooky swipe it the next chance you get.



Drag another obelisk onto a platform to the south to sink Seth's party to the fourth floor. When you arrive, drag that same obelisk to the south to sink a platform to the third floor. Move north, where you'll see a platform with two obelisks already on it. Pull one off, and the remaining obelisk will rise to the fourth floor, where Kaim's party can put it to good use.

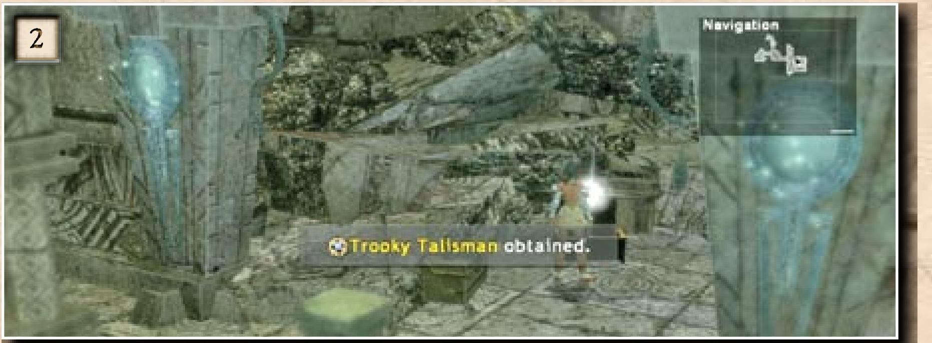
3 THE PATH OF KAIM'S PARTY

Kaim will need to proceed downward from the eighth floor to the fourth using a series of descending platforms and stairways. At the fourth floor he'll find the obelisk sent by Seth, which he can drag to a platform on the other side of the ledge, lowering himself to the third floor. Head to the southwest corner, here you'll find a Tablet Fragment in a chest, and an obelisk you can't drag anywhere. Switch back to Seth.

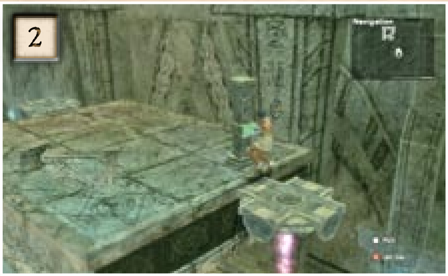


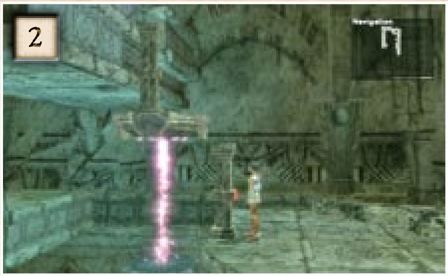
TREASURES—LUNAR SQUARE

- A. DRAGON SCALES X4 (CHEST IN 7F ROOM—KAIM'S PARTY)
- B. TROOKY TALISMAN (CHEST IN 5F ROOM—SETH'S PARTY)
- C. TABLET FRAGMENT (CHEST IN SOUTHWEST CORNER OF 3F—KAIM'S PARTY)
- D. TWIN CROSS (CHEST IN SOUTHEAST CORNER OF 1F—SETH'S PARTY)



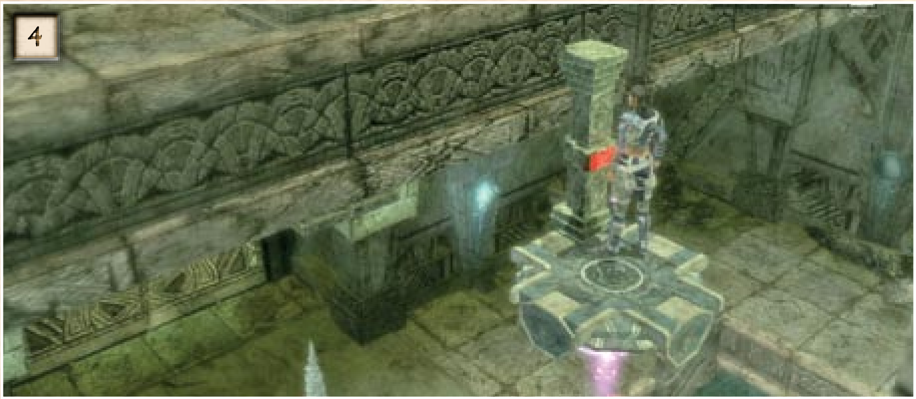
Trooky Talisman obtained.





4 MEETING UP AT THE SEAL

Have Seth take the central stairs down to the first floor, where she'll pass Kaim, silently pondering that obelisk in the distance. Head toward the southeast corner, where you'll find the Twin Cross accessory in a chest. Then circle around to the west, where you'll find the traditional meet-up seal. Drag the obelisk off of the platform to send it up to Kaim; Kaim can then push his own obelisk onto the platform to sink down to Seth. Share a hearty high-five, and throw open the doors to the Throne of Sun.



[BOSS] ANCIENT FIEND

Quick Tips

Suggested Party Level
40–44

Recommended Ring
Goring Ring
Sorcerer Ring
Sharp Wind Ring
Demon King Ring

Recommended Skills
Absorb Attack (Amulet)
Absorb Magic (Talisman)
Persistence (Tolten)
HP Max Up 3 (Gigantes Brooch)
Combo (Mack)

Stats

Ancient Fiend

HP:	15,880
Type:	Spirit Magic
Element:	None
—	—
Steals:	—
	—
Drops:	Angel Feather
	—
	—
	—

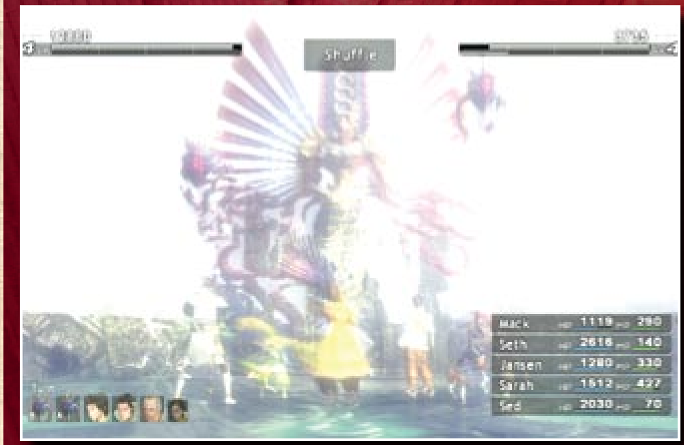
Keystone

HP:	6,690
Type:	Hardened
Element:	None
—	—
Steals:	—
	—
Drops:	Angel Ring*
	—
	—
	—

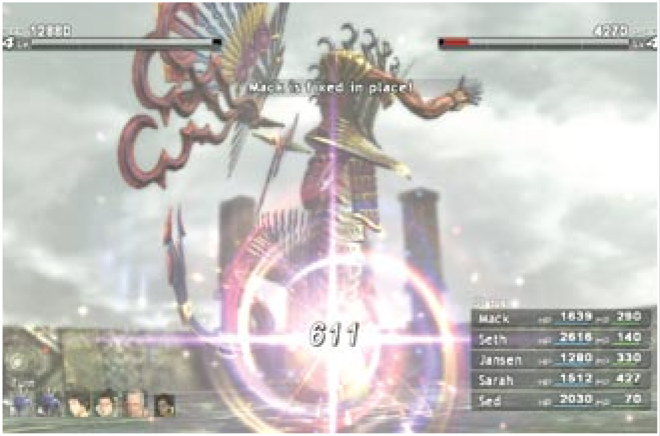
*Keystone A Only

Boss Prep

Like the Ice Canyon boss, the Ancient Fiend will screw with your formation, so build a party out of hearty characters (sorry, Cooke) and beef up your mages with abilities that boost their defenses and Max HP. Don't try to anticipate the formation shuffles or attempt to fix them—the boss might shuffle you right back to where you wanted to be on its next turn. Once a character is struck by the Ancient Fiend's Bind Hit attack, the victim will catch Formation Paralysis and will be immune to the shuffle effects. You could try to prevent this with the Freeform skill, but there really isn't any point to it.



Shuffle
Mack 1119 290
Seth 2616 140
Jansen 1280 330
Sarah 1512 427
Sed 2030 70



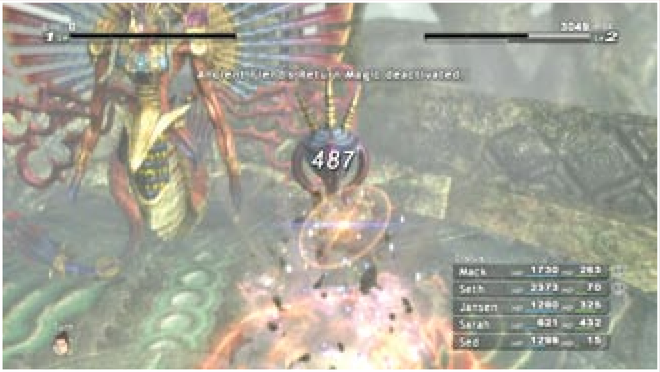
Mack is fixed in place!
611
Mack 1639 290
Seth 2616 140
Jansen 1280 330
Sarah 1512 427
Sed 2030 70

The boss and its Keystones are both fairly unusual types. If you can whip up a Goring Ring with Hardened Killer Lv3, your perfect hits will be devastating to the Keystones. When they're gone, switch to rings with Spirit Killer enhancements for the boss.

CONTINUED

Boss Tactics

The Ancient Fiend can counter physical strikes and reflect spells back at their casters, making any attack against it perilous. Fortunately, both those abilities are fueled by its companion Keystones, and will be deactivated when you destroy them. Until then, keep your attacks focused on only the Keystones—use standard attacks fueled by Hardened Killer–enhanced rings, Combo attacks, or Forcea spells to blast them one by one. The boss will attempt to lower everyone's stats with the Fall spell, but if you start the fight by casting All-Shieldus, All-Barricadus, and Powerus spells on your fighters, you can more than counteract Fall's effects.


Ancient Fiend's Return Magic deactivated.

452 HP
443 HP
476 HP
471 HP
478 HP

Casting the Composite Magic All-Generata spell instead of Zephyra will provide both immediate healing and an effortless way to recover the health lost to the fiend's subsequent Shadowus spells.

The Wrath of the Trooky Queen

After beating the Ancient Fiend, your party will be sent straight back to the *Nautilus*. That's a shame, because there's still more to do in the ruins—and now you'll need to walk all the way back through them. At least you won't have to split up your party this time.

Let a Trooky swipe the Trooky Talisman, then head to the ground floor of Lunar Square to confront their queen. Defeat her in combat to reclaim all that the Trooky has stolen, as well as the Trooky Queen's own *Sorcerer's Bracelet* (which contains MP Max Up 3). The queen is fairly easy to beat, so long as you have enough health to weather her enhanced Item Blast attacks and her many status-ailment-inflicting spells.

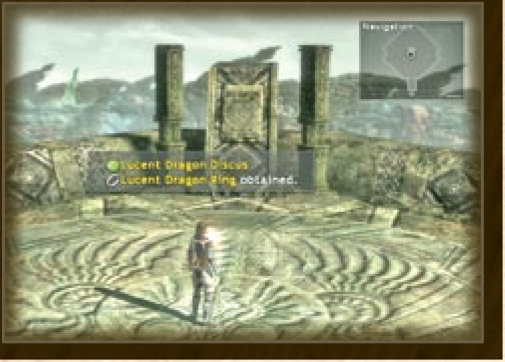
ENEMY

Trooky Queen

HP:	4,840
Type:	None
Element:	Fire
—	—
Steals:	Sorcerer's Bracelet
	—
Drops:	Sorcerer's Bracelet
	—
	—
	—

Item Blast
2000

Continue on to the Throne of Sun, where you can put your enhanced Magic-Powered Locator to good use by pursuing the "Art Piece from the Ruin" treasure-hunting tip you were given in the City of Saman. It's quite a haul: you'll find both a *Lucent Dragon Discus* and *Lucent Dragon Ring*.


Lucent Dragon Discus
Lucent Dragon Ring obtained.

DISC 4 | CHAPTER 4-3

NUMARA AND THE WHITE BOA

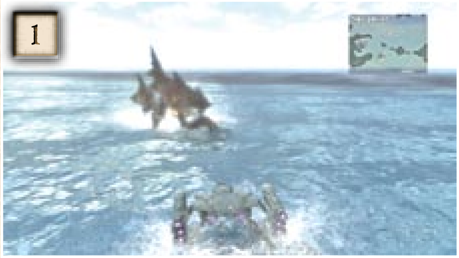
THE NEWLY UPGRADED *NAUTILUS* CAN SURVIVE THE HYPERCURRENTS, ALLOWING KAIM'S PARTY TO PUNCH THROUGH TO NUMARA'S BAY. YOU CAN SCOUR THE OCEAN FLOOR BETWEEN THE HYPERCURRENTS FOR MORE SUNKEN TREASURE, BUT BE CAREFUL—YOU'LL BE IN FOR A NASTY SURPRISE WHEN YOU APPROACH THE BAY.

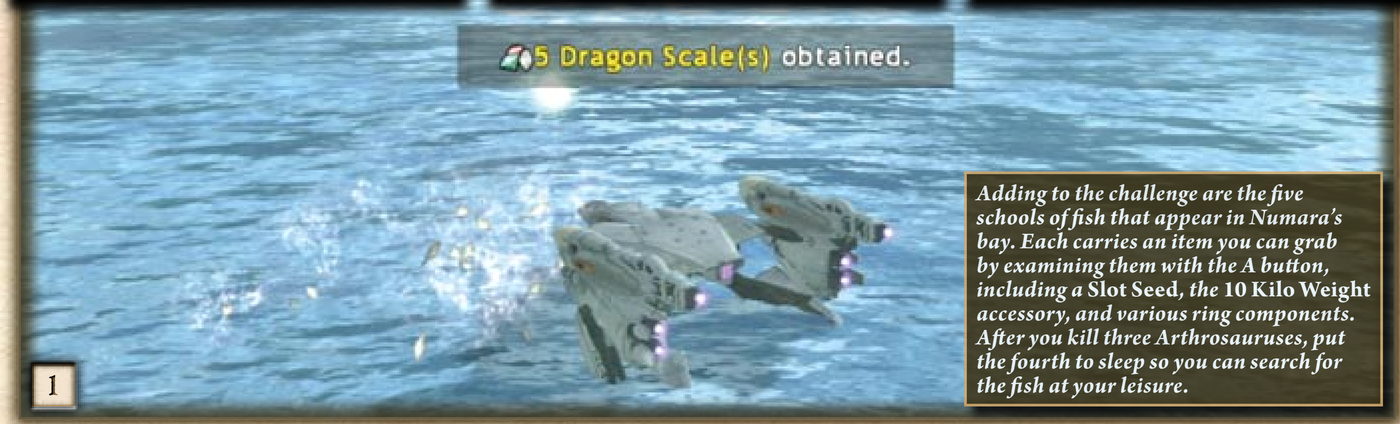
NUMARA BAY

1 THE BATTLE OF NUMARA'S BAY

Ming hasn't kept up her end of the bargain, so Gongora isn't honoring his—the Arthrosaurus that he sicced on Numara is alive again, as are four of his brothers. Save your game in the open sea before you approach the bay, because you won't be able to save during your attempt to fight off the beasts.

The first Arthrosaurus is a normal boss fight, but after that it becomes a sort of minigame where you have to stop four oncoming Arthrosaurus enemies before they reach Numara. They won't stop moving while you're in battle, so each fight will be a frantic one. Fortunately, the Arthrosauruses are very susceptible to Sleep spells, so you can put the first pair to sleep while you finish off the second pair. They're also very easy to flee from, so you can always end a battle when you need to rush off to fight another Arthrosaurus or when you desperately need some healing.





5 Dragon Scale(s) obtained.

Adding to the challenge are the five schools of fish that appear in Numara's bay. Each carries an item you can grab by examining them with the A button, including a Slot Seed, the 10 Kilo Weight accessory, and various ring components. After you kill three Arthrosauruses, put the fourth to sleep so you can search for the fish at your leisure.

[BOSS] ARTHROSAURUS

Quick Tips

Suggested Party Level
40–45

Recommended Ring
Cyclone Ring
Lucent Dragon Ring
Sacred Ring
Dragon Ring
Fainting Ring Ultra

Recommended Skills
Fire Protection Up (Fire Charm)
Elemental Protection Up (Quad-Element Charm)
Persistence (Tolten)
Combo (Mack)
Absorb Attack (Amulet)
Crisis Attack Boost (Berserker Necklace)
HP Max Up 3 (Gigantes Brooch)

Stats

HP:	14,370
Type:	Beast
Element:	Earth
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Boss Prep

With the clock ticking during battle, you can't afford to fight conservatively. Screw defensive spells and healing—each turn should be a flurry of combos and Winda spells. For best results, make a party of Tolten and the four immortals; that way everyone can have the Persistence skill and anti-Fire protection. Your fighters should use Combo as their main attack, but you'll want a good anti-Wind or anti-Beast ring for the turns when you're casting Sleep spells. (Combo will typically go off after the Sleep spell, awakening the Arthrosaurus immediately. Regular attacks let you get in a few hits before the beast nods off.) Even if you don't plan to flee, rings with the Sleep enhancement are useful, as they may cost the Arthrosaurus its turn.

Boss Tactics

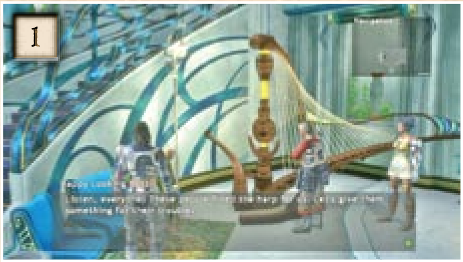
Arthrosauruses are simple creatures, using only standard attacks and Heat Breath, which can hit every character in a row for over 2,000 points of damage. That'll make for a violent battle, but not an unwinnable one—with heat protection and the Persistence skill, you should be able to survive three Heat Breaths in a row. If things go horribly wrong on any Arthrosaurus battle (except for the first), simply flee and have one of your benched characters heal the party. Whatever damage you've dealt to the Arthrosaurus will remain.

Kaim
Tolten
Seth
Jansen
Sarah

1138
1089
1165
Kaim
Tolten
Seth
Jansen
Sarah

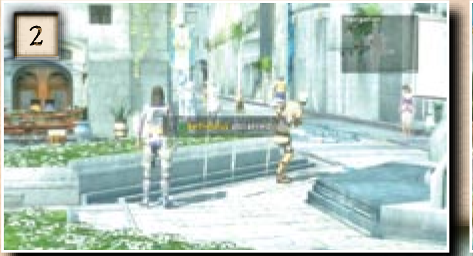
1 ALL IS FORGIVEN IN THE CITY OF NUMARA

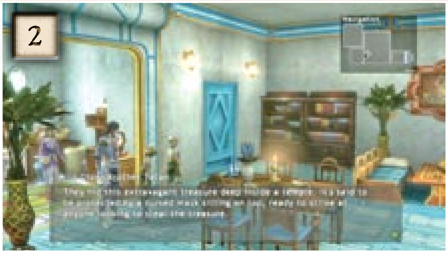
Kaim's party will be welcomed back to Numara with open arms, and the grateful citizens have plenty of gifts to give. You'll receive a particularly warm reception in the inn, where the simple act of tuning the harp will net you 19 *Capes of Illusion*—the exact number you need to upgrade your Baron Thief Ring to a King Thief Ring.

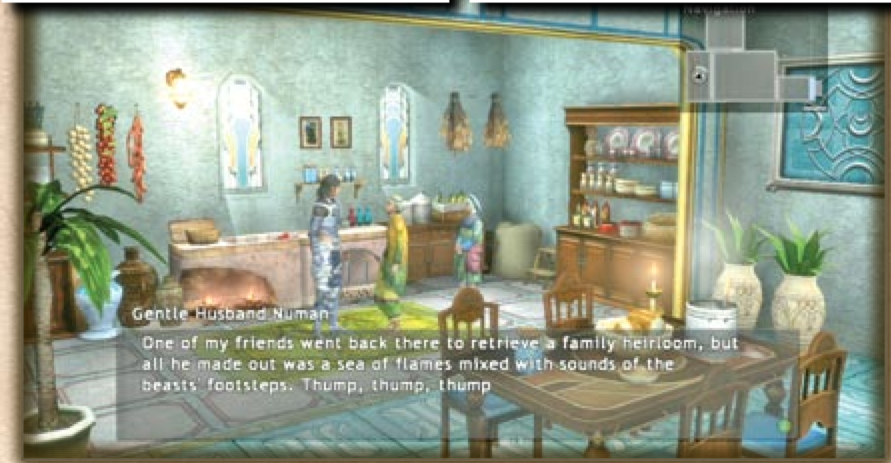


2 THREE NUMARA TREASURE HUNT S

You'll find the first treasure-hunting clue in the lobby of the inn, and following up on it couldn't be easier—the loot (a *Refreshus* spell) is right by the central fountain. The next treasure-hunting tip is in the Katyla Family House, but you won't be able to investigate "*What the Cursed Mask Guards*" until you reach the optional Temple of Enlightenment. Fortunately, the tip in the Sanuman Family House (which is accessible only from the Port of Numara entrance) is easier to act upon—it points you to a *Reversa* spell buried in the City of Ruins.



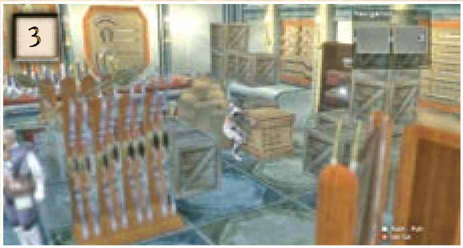


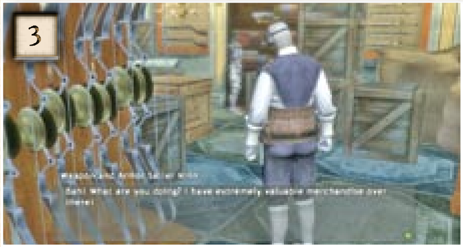

Gentle Husband Numan

One of my friends went back there to retrieve a family heirloom, but all he made out was a sea of flames mixed with sounds of the beasts' footsteps. Thump, thump, thump

3 ANOTHER SECRET-LEDGER STING

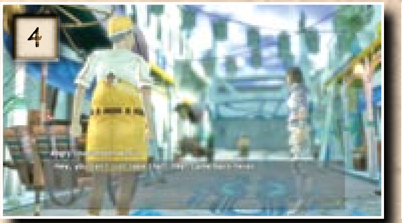
You'll notice that Ninn has stepped away from the bookcase on his Main Street weapon shop (in the back room). Grab the crate and pull it forward, then examine the item that's sparkling in the bookcase. Confront him about it, and he'll attempt to buy you off with three *Purgatory Ores*.

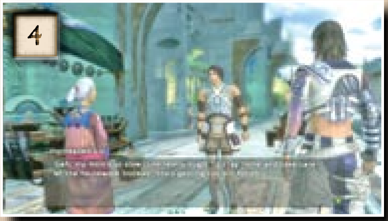




4 COMPLETE KAIM'S DREAM JOURNAL

If you've been following this book closely, you should be three dreams away from completing the "A Thousand Years of Dreams" collection and earning the Big Dreamer achievement. You'll unlock "*Return of the Native*" as you head up Main Street toward Canal Street, and "*Lottery of Life*." as you pass through the Canal Street Market. The final dream, "*The Queen's Loneliness*," will be given to you when you beat the boss who awaits you in Numara Palace.





[BOSS] KAKANAS

Quick Tips

Suggested Party Level

40–45

Recommended Ring

- System Ring
- Lotus Ring
- Gaia Ring

Recommended Skills

- Absorb Guard (Tolten)
- Persistence (Tolten)
- Absorb Attack (Amulet)
- Weapon Guard (Sword Teachings)
- Defense Boost 1 (Knight Earrings)
- Crisis Defense (Holy Guard)
- HP Max Up 3 (Gigantes Brooch)
- Double Item (Sed)

Stats

Support Heavy Tank

HP:	4,840
Type:	Mechanical
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Kakanas Heavy Tank

HP:	5,200
Type:	Mechanical
Element:	None
—	—
Steals:	99 Caliber Magic Rifle
	—
Drops:	99 Caliber Magic Rifle
	—
	—
	—

Kakanas Cannon

HP:	4,160
Type:	Mechanical
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Boss Prep

When you're facing four attacks per turn, it won't be easy to survive until you can eliminate a target or two and turn the battle around. An ideal party will have White and Composite Magic users who can cast All-Shieldus and All-Generata while three hearty fighters concentrate on destroying Kakanas's cannon. The tanks' Tank Hits are physical attacks, so your fighters should have as many ways of negating that damage as possible—Absorb Attack, Weapon Guard, and Crisis Defense are great choices, and the latter combos very well with Tolten's Persistence skill.

Kakanas Tank
Party's GC has been nullified!
GUARD
Kalm 1595 0
Tolten 965 0
Seth 1548 0
Jansen 332 370
Sarah 811 400

5091
Lv 3
Kalm 3368 100
Tolten 1723 6
Seth 2953 135
Jansen 1182 368
Sarah 1557 480
Turn

CONTINUED

Boss Tactics

This is basically a repeat of the Magic Tank battle you fought at the beginning of Disc 2. Focus your early attacks on Kakanas's cannon, which has the most damage-dealing potential, then concentrate on the base of his tank—it's still more powerful than the other two. You'll be eating four attacks a turn until you destroy the cannon, so it's important that your mages get All-Shieldus and All-Generata in place before your GC is reduced to 0 and their own lives are on the line.

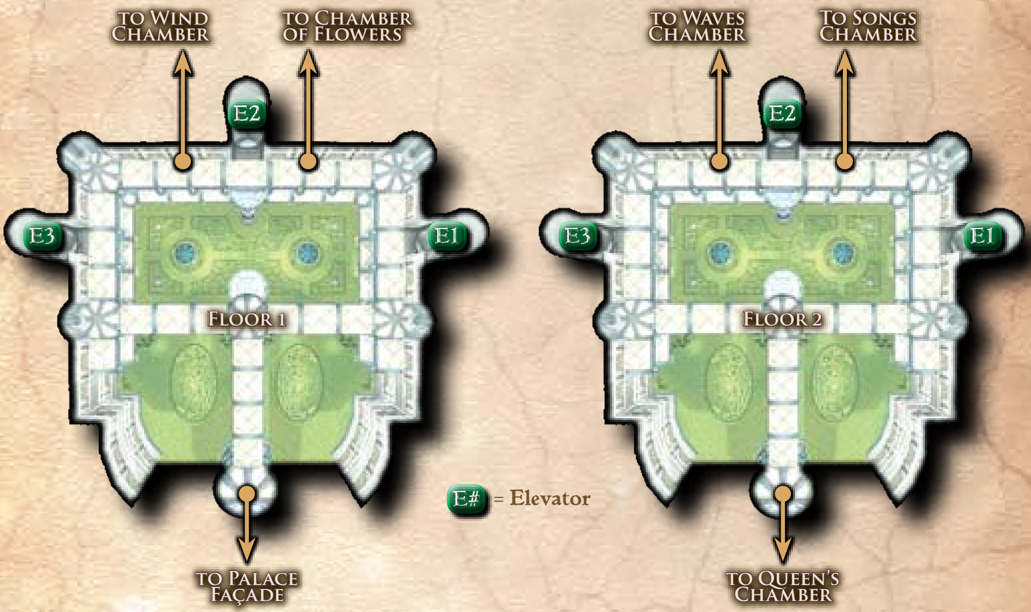
This time Kakanas's tank is powered solely by MP stolen from your characters, and with 100-plus MP being stolen at a time, you can't count on your front line having any MP at all. It's dangerous to even use skills like Combo, because the attack will fail if the fighter's MP is sucked away before the attack resolves. Unless your fighters can protect themselves from MP loss with Absorb Guard, have them stick with standard attacks.

Kakanas Cannon
Kakanas Tank
Combo
327
9182
Kaim 3822 100
Tolten 1950 6
Seth 3390 135
Jansen 1330 370
Sarah 1703 540

Kakanas Cannon
Kakanas Tank
Tank Charge Support
5091
Kaim 3388 100
Tolten 1723 6
Seth 2953 52
Jansen 1182 368
Sarah 1557 371

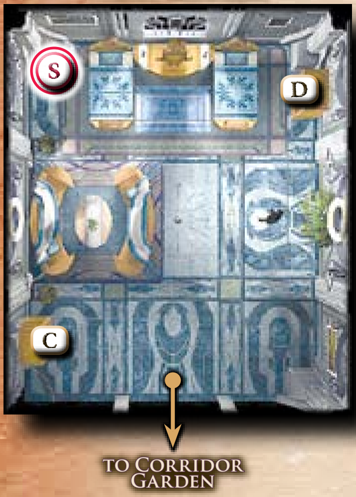
NUMARA PALACE

CORRIDOR GARDEN

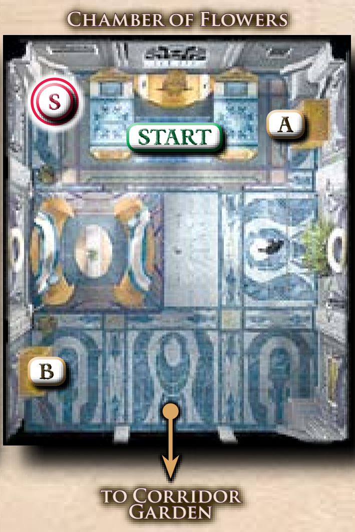

TO WIND CHAMBER
TO CHAMBER OF FLOWERS
E2
E3
E1
FLOOR 1
TO PALACE FAÇADE
TO WAVES CHAMBER
TO SONGS CHAMBER
E2
E3
E1
FLOOR 2
TO QUEEN'S CHAMBER
E# = Elevator

GUEST CHAMBERS

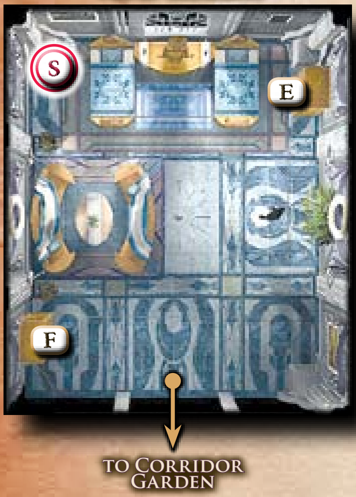
WINDS CHAMBER


S
D
C
TO CORRIDOR GARDEN

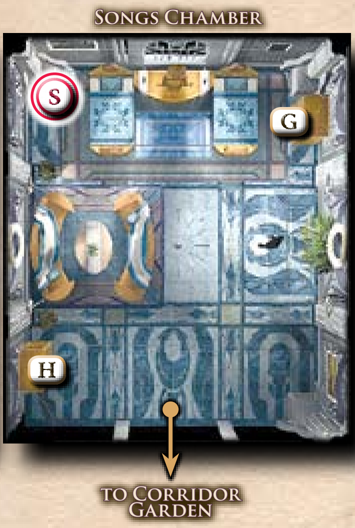
CHAMBER OF FLOWERS


S
START
A
B
TO CORRIDOR GARDEN

WAVES CHAMBER

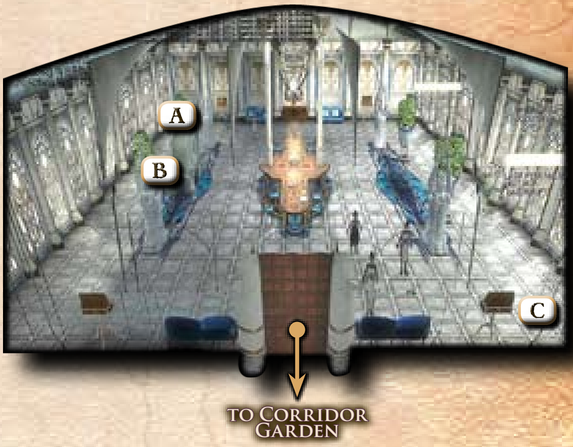

S
E
F
TO CORRIDOR GARDEN

SONGS CHAMBER


S
G
H
TO CORRIDOR GARDEN

A. Loud Bell x5
B. Seed
C. Forbidden Explosives x6
D. Seed
E. 5,000G
F. Seed
G. Aquaus Bomb
H. Spent Magic Engine x6

QUEEN'S CHAMBER


A
B
C
TO CORRIDOR GARDEN

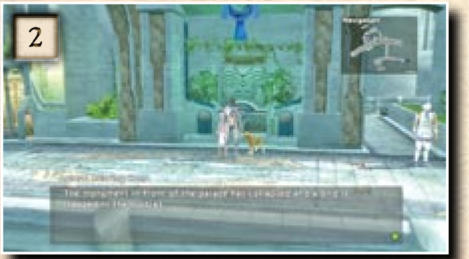
A. Fairy's Cradle x2
B. Cubic Music Score 8
C. Seed

1 LOOTING NUMARA PALACE

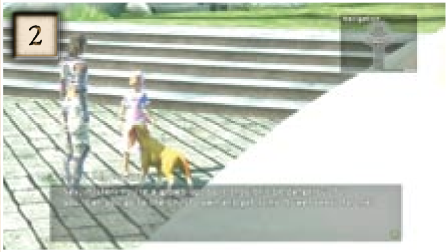
Kaim's party (minus Ming) now has free run of Numara Palace. That means you can collect any treasures you missed during Disc 2, and open the previously locked doors to grab a few new treasures. Don't miss Cubic Music Score 8 in the Queen's Chamber—you can play that with Lito in Numara's White Square to earn an *Elfin Charm*.

2 RONA'S NEWEST PET

If you walk through Main Street on your way to the Port of Numara, you'll notice Rona and Moo have reappeared. Speak to Rona, and she'll ask you to save a bird that's trapped under the Palace Façade rubble. It's actually on top of the rubble, making it a snap to earn the reward of six *Ancient Statues*.



Exit to the world map, then return to the Palace Façade. You'll find Rona has moved back to that area, and has taken on a new project. Head into the City of Ruins for her and grab a *Flower Seed* from the flower patch Cooke and Mack used to protect. When you bring it back to her, she'll reward you with six *Sealing Stones*.



3 THE ULTRA SHOP OPENS ITS DOORS

The other big development in Numara is a new shop that has opened up at the end of the path beneath the Canal Street bridge. Its stock is limited, but much of it is new. You can finally buy the most-powerful bombs, an upgraded sword for Kaim and Seth, and the rare components necessary to transform level-3 rings into their Ultra versions.

SHOP DETAILS

HISS'S VARIETY STORE

ITEMS

ITEM	PRICE
FLARE BOMB	100G
FLARA BOMB	500G
FLARUS BOMB	1,000G
AQUA BOMB	100G
AQUARA BOMB	500G
AQUAUS BOMB	1,000G
WIND BOMB	100G
WINDA BOMB	500G
WINDUS BOMB	1,000G
GROUND BOMB	100G
GROUNDA BOMB	500G
GROUNDUS BOMB	1,000G

WEAPONS

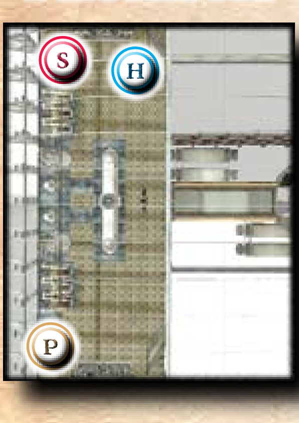
WEAPON	POWER	PRICE
PLATINUM BRAND	140	14,000G

COMPONENTS

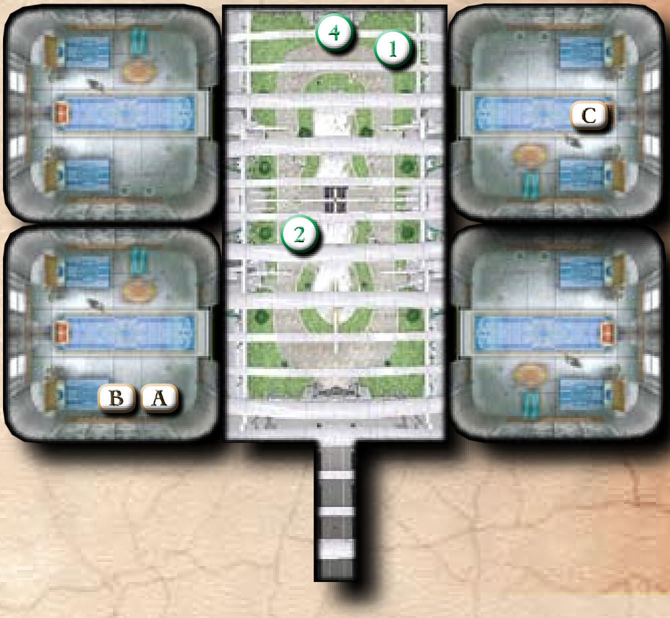
COMPONENT	USED IN RING	PRICE
SUN CRYSTAL	VOLCANO RING ULTRA	100G
WATERFALL CLUSTER	OCEAN RING ULTRA	100G
GALE WING	TYPHOON RING ULTRA	100G
FRONTIER SIDERITE	QUAKE RING ULTRA	100G
BEAST KING'S CLAW	DRAGON RING ULTRA	35G
GENERATOR	SYSTEM RING ULTRA	40G
REPLICA STAFF	WIZARD RING ULTRA	50G
GIANT FEELER	MONSTER RING ULTRA	50G
PHOENIX TAIL	MONSTER RING ULTRA	100G
KELOLON HEART	MASTER KELO RING ULTRA	300G
MIGHTY CARAPACE	GORING RING ULTRA	35G
JEWEL OF WISDOM	SORCERER RING ULTRA	30G

THE WHITE BOA

PILOTHOUSE

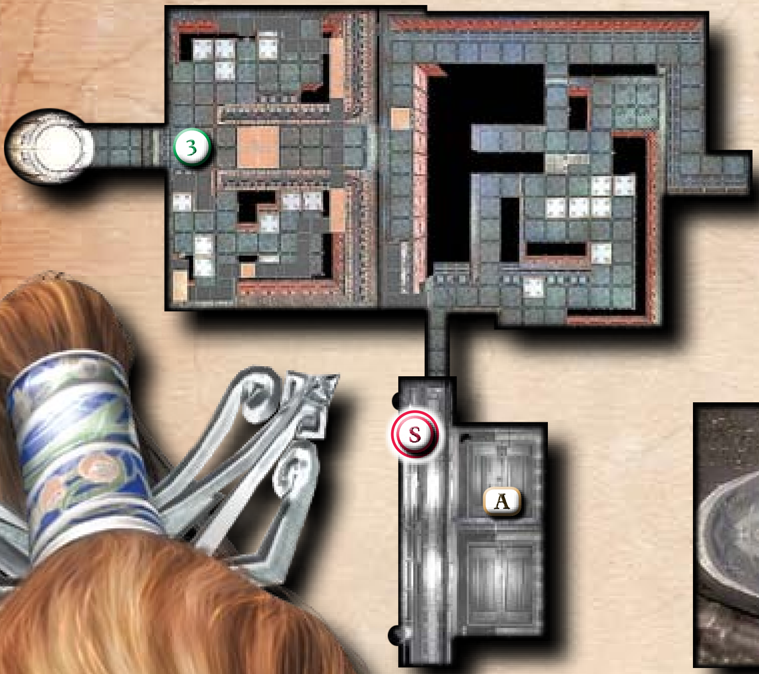


GUEST AREA & CABINS



A. Goddess Medicine
B. Flower of Suspicion
C. Dark Demon Note x2

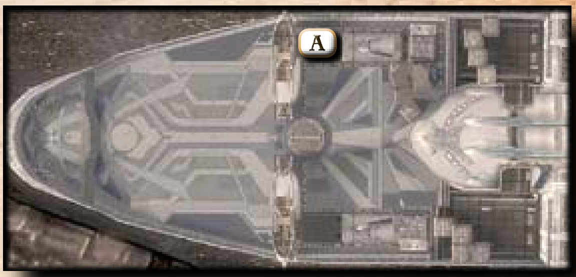
ENGINE ROOM & BRIG



A. Seed

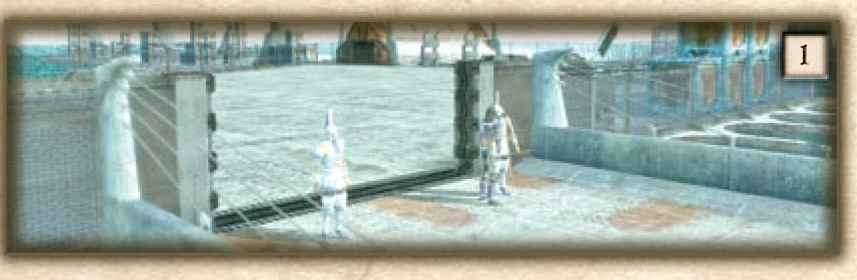
A. Star Absorber x3*
*Treasure-hunting clue required

MAIN DECK

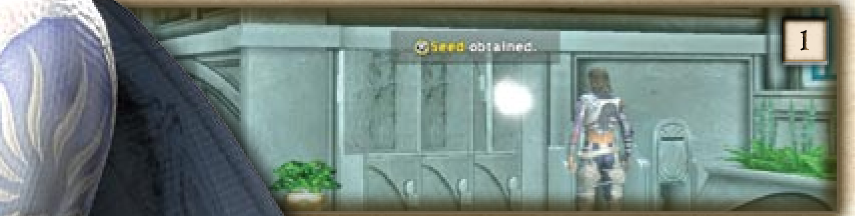


1 SET SAIL ON THE *WHITE BOA*

The last time you were in the Port of Numara, you swiped the Slantnose. Now you'll be stealing the *White Boa* . . . except that it already belongs to a member of your party and no one will try to stop you. Hmph. Well, it's still cool.



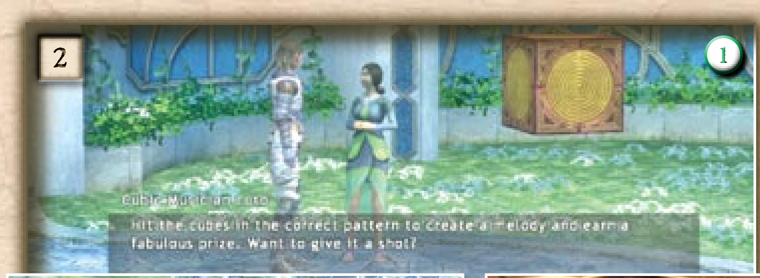
Have the guards open the gate at the west end of the port, then run up and hang a right at the blue crates to reach the Numara Terminal. Grab a *Seed* from the locker to the right of the entrance before you hop aboard. Before you can set sail, you'll need to hunt down Ming—you'll find her standing *Titanic*-style at the tip of the main deck.



2

SEARCHING THE *BOA* FOR LOOT AND GOSSIP

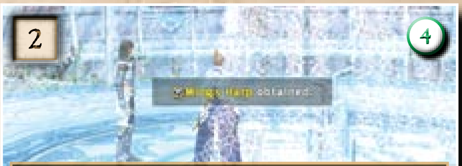
After you take the tutorial and set sail, hit the right bumper to take control of Kaim and meet your crew. The ship's staff includes a Pipot, a ringmaker, and an item merchant in the Pilothouse, as well as a cubic musician in the garden at point 1.



Cubic Musician Cuso

Hit the cubes in the correct pattern to create a melody and earn a fabulous prize. Want to give it a shot?

Two sailors have treasure-hunting tips for you, one in the garden at point 2 and one in the engine room at point 3. The former sailor's tip will lead you to a treasure on the *White Boa*'s main deck, where you'll find the three Star Absorbers that can upgrade your Absorber Ring into an Ingestion Ring.



Ming's Harp obtained.

When you revisit the Queen's Chamber at point 4, you can collect Ming's Harp *in a special event.*

ACHIEVEMENT

MANY NEW LANDS LIE BEYOND THE ICE

THE MIGHTY *WHITE BOA* CAN SMASH RIGHT THROUGH THE THIN ICE FIELDS THAT BLOCK MANY OF THE WORLD'S AQUATIC LANDINGS, ALLOWING YOU TO ACCESS SEVERAL NEW AREAS. THE LEVEL OF CHALLENGE IN THESE AREAS IS JUST ABOUT RIGHT FOR A PARTY IN THE LOW 40S, MAKING THIS A GREAT TIME TO PURSUE THE QUESTS IN THOSE AREAS. YOU'LL FIND FULL DESCRIPTIONS OF THE GAME'S HIDDEN AREAS AND THE QUESTS YOU CAN PURSUE THERE IN THE "BONUS FEATS" SECTION OF THIS BOOK.

THE NEW SKILLS AND WEAPONS YOU'LL EARN IN THE OPTIONAL AREAS WILL COME IN EXTREMELY HANDY WHEN YOU CHALLENGE GRAND STAFF. ADDITIONALLY, VISITING THE OPTIONAL AREAS ALLOWS YOU TO UNLOCK NEW SIDE QUESTS IN OLD AREAS. FOR EXAMPLE, ONCE YOU CLEAR TOLTEN'S FINAL ROYAL SEALS IN THE CRIMSON FOREST AND KELOLON VILLAGE, YOU'LL BE ABLE TO RETURN TO UHRA CASTLE TO CHALLENGE THE GOLDEN KNIGHT OF UHRA FOR TOLTEN'S ULTIMATE WEAPON, RING, AND SKILL. AND ONCE YOU PLAY CUBIC MUSIC SCORE 9, FOUND IN THE PIRATE FORTRESS AREA, YOU'LL EARN THE SUNDERCH GLASSES. THOSE WILL ALLOW YOU TO SEE THE INVISIBLE TREASURE CHESTS SCATTERED THROUGHOUT AREAS YOU'VE VISITED PREVIOUSLY. (YOU'LL FIND THE LOCATIONS OF ALL INVISIBLE CHESTS AND ROYAL SEALS IN THE "BONUS FEATS" SECTION AS WELL.)

IF YOU'RE EAGER TO CHARGE ON TO THE GAME'S FINALE, STEER THE *WHITE BOA* TOWARD THE ORIGINAL GRAND STAFF LOCATION IN THE SEA OF BAUS AND SMASH THROUGH THE ICE. OTHERWISE, WE SUGGEST YOU PURSUE ALL THE BONUS FEATS EXCEPT FOR THE TEMPLE OF ENLIGHTENMENT FIRST.

Navigation

DISC 4 | CHAPTER 4-4

GRAND STAFF

GRAND STAFF HAS RETURNED TO ITS ORIGINAL POSITION ON CRATER ISLAND IN THE SEA OF BAUS. THIS MYSTERIOUS STRUCTURE IS WHERE YOUR TRUE QUEST BEGAN, AND WHERE ITS FINAL CHAPTER SHALL END.

Lower Section

1 Your Final Mission Begins at Grand Staff

When you've completed all the side quests that you care to, punch through the ice around Crater Island with the *White Boa* to infiltrate Grand Staff. The game will warn you that you won't be able to leave, so it's a good idea to save on the *White Boa* before you enter. But don't worry—you will have more chances to pursue side quests and visit optional areas before the game concludes.

2 Shut Down the Fans So You Can Cross the Pipes

To ascend Grand Staff, you'll need to walk across a series of pipes set below fans that blast hot steam over their surface. If you try to cross while the fans are blowing, you'll be knocked down a level or two and have to climb back up, so you'll want to turn off the fans by seeking out the computer terminals on each floor.

You'll disembark from the *Nautilus* in the Engine Section, near a save spot and several ladders. The first ladder (to your left), leads to a dose of Goddess Medicine, and the ladder on your right (after crossing the small bridge) leads to the first steam-shutdown terminal. Examine it with the A button to activate it. As you proceed through the section, you'll notice another ladder on your right—climb that to a catwalk where you'll find the Black Magic Aquaus spell. The elevator past the pipe will take you up to the Second Boiler area, where you can grab an easy Slot Seed by climbing the first ladder you see.

ENEMIES

ALCHEMIST

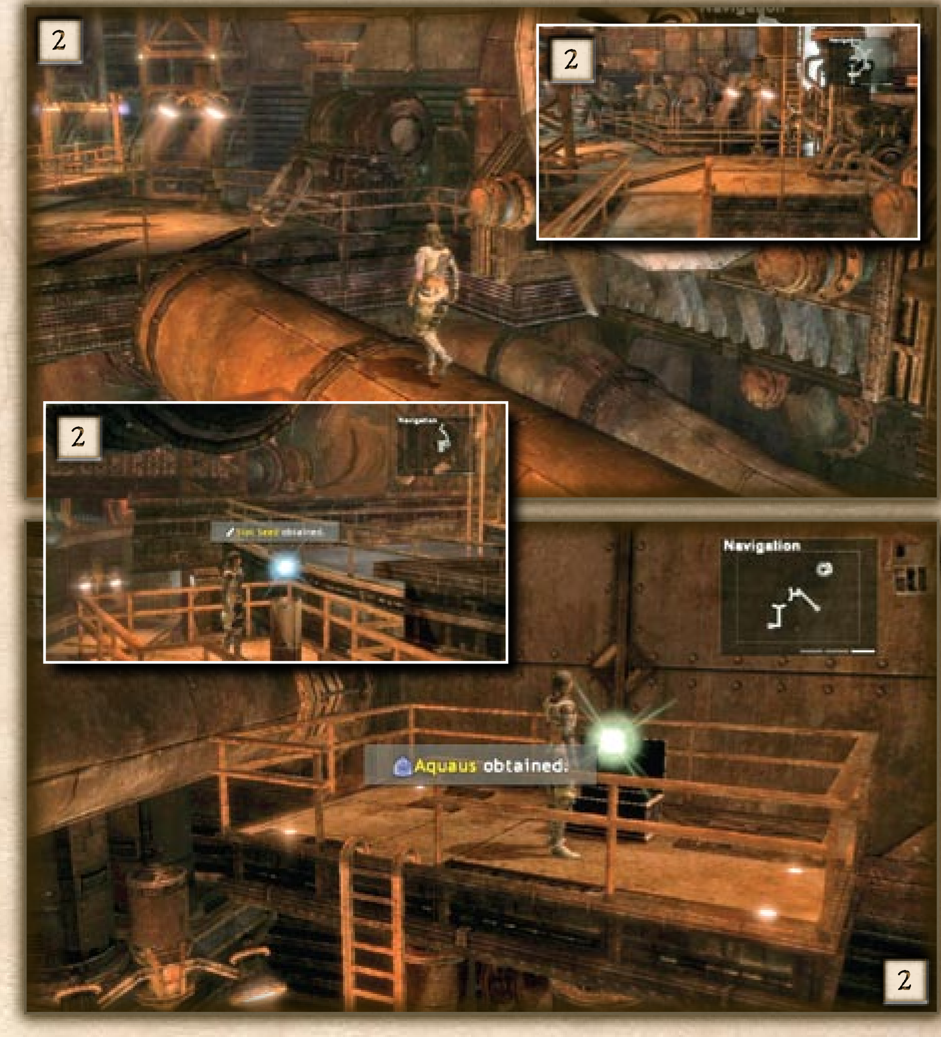
HP:	3,170
TYPE:	MECHANICAL
ELEMENT:	EARTH
—	—
STEALS:	MAGIC CRYSTAL
	REPLICA STAFF
DROPS:	MAGIC STAFF FRAGMENT
	—
	—
	—

SHILDA

HP:	760
TYPE:	MAGIC
ELEMENT:	FIRE
—	—
STEALS:	GUTSY CLOTH
	BLOOD CLOTH CRYSTAL
DROPS:	LIVING BRASS
	—
	—
	—

COLBA

HP:	760
TYPE:	MAGIC
ELEMENT:	WATER
—	—
STEALS:	BEAST HIDE RASP
	GUARDIAN ORE
DROPS:	ADAMANTINE ORE
	—
	—
	—



Slot Seed obtained.

Aquaus obtained.

Treasures—Engine Section

A. Power Reactor x3 (in trash can near entrance)

B. Goddess Medicine (in trash can on catwalk north of entrance)

C. Aquaus [spell] (in chest in northeast of first map)

Treasures—Second Boiler

A. Slot Seed (climb first ladder to railing with trash can)

B. Living Brass x3 (in trash can just past first ladder)

C. Roaring Iron Claw x4 (in trash can at south end of first map)

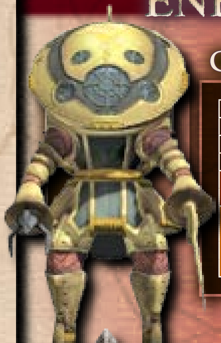
D. Ambrosia (in trash can past pipe)

E. Shinus [spell] (in central region of Armory)

F. Sorcerer's Discus (in chest past Armory's northern shaft)

Enemies

Guard Armor β

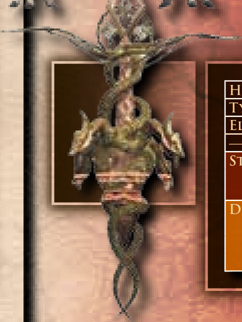


HP:	3,170
Type:	Mechanical
Element:	Wind
—	—
Steals:	Pendulum
	Generator
Drops:	Power Reactor
	—
	—
	—

Magic Infantry

HP:	2,440
Type:	Organic
Element:	Earth
—	—
Steals:	Ruin Mask
	Magic Power Device
Drops:	Loud Bell
	Roaring Iron Claw
	—
	—

Flame Tower

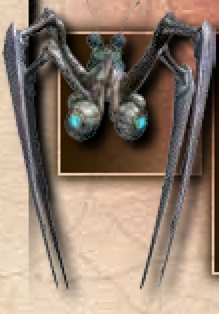


HP:	3,900
Type:	Mechanical
Element:	Fire
—	—
Steals:	Seal Cross
	Spent Magic Engine
Drops:	Sealing Stone
	—
	—
	—

Magic Insect

HP:	1,260
Type:	Organic
Element:	Wind
—	—
Steals:	Bug's Stomach
	Giant Feeler
Drops:	Black Monster Bug Oil
	—
	—
	—

Explosive Bug

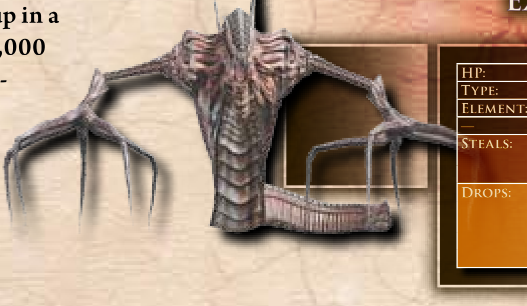


HP:	2,880
Type:	Organic
Element:	Wind
—	—
Steals:	Dark Flame
	Mist of Darkness
Drops:	Perpetual Darkness
	—
	—
	—

3 FIGHT GONGORA'S EXPERIMENTS FOR WHITE CHARMS

The Second Boiler elevator will take you to an area known as the Armory, where you'll see the first of several mysterious tanks that hold Gongora's strange experiments. Whenever you investigate them, you'll end up in a battle with Experiment No. 1, a very powerful enemy with over 10,000 hit points, a high level of magic resistance, and the ability to regenerate some of its lost health each turn. Your best hope for victory is to have a Spirit Magic user cast Powerus on a front line of three fighters while a support mage uses All-Generata to recoup the health lost to your foe's Shadowus spells. Once the Powerus takes, your fighters should use Break Hit instead of regular attacks for as long as they can afford the MP.

ENEMY

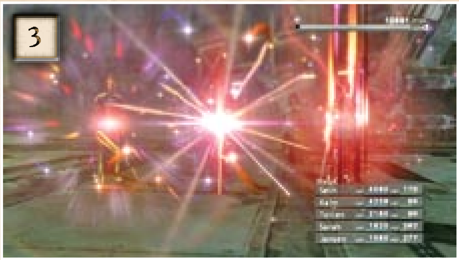


EXPERIMENT NO. 1

HP:	11,700
TYPE:	ORGANIC
ELEMENT:	NONE
—	—
STEALS:	ADAMANTINE ORE DEATH POWDER
DROPS:	DRAINING STONE IRON BALL OF RUIN WHITE CHARM —

3

3



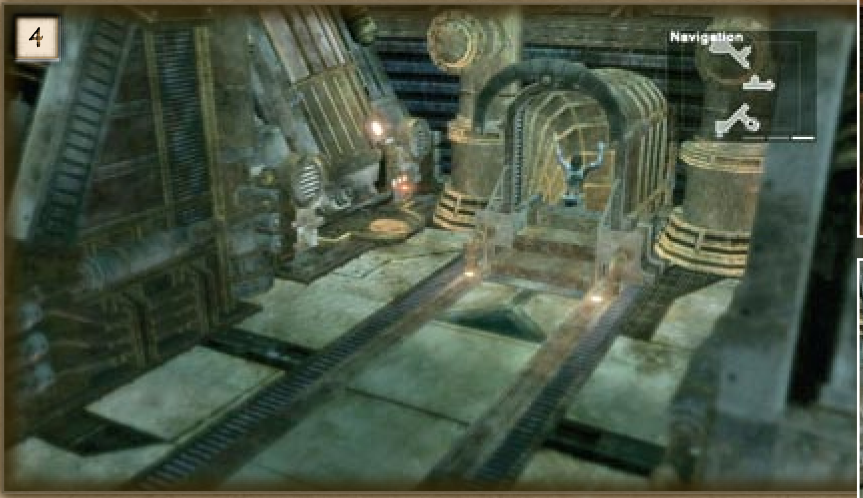
3

The only real point to fighting these creatures is the pursuit of White Charms, accessories that contain the Auto HP Recovery skill. The White Charm is one of three items they may drop at the end of battle, and the odds of getting it are fairly low. (You can also win one in a Backyard battle.) You do not need to battle the Experiment No. 1s or investigate their tanks to find hidden treasures to proceed in the game.

4 COOL THE STEAM JETS IN THE SECOND BOILER

The lower section of the Armory ends in a shaft through which you can fall to a new area of the Second Boiler. You'll land near the next terminal, which will shut down the second fan. Then jump onto the circular platforms to the left of the terminal and hop across to the pipe. Even with the fans off, the camera angles make crossing the slippery pipe tricky, so you may want to hold the B button to slow-walk across it. On the other side, an elevator will take you to the northern region of the Armory, which is packed with Experiment No. 1 tanks. Take a horizontal platform south to the central part of the Armory, where you'll find the Shinus spell in a chest. Take the platform back, and drop through the shaft to the north end of the Second Boiler's second map, near a chest with Mack's Sorcerer's Discus. A horizontal platform will take you back toward the elevator to the Armory. This time skip the shaft and take the other Armory elevator up to the First Boiler.

4



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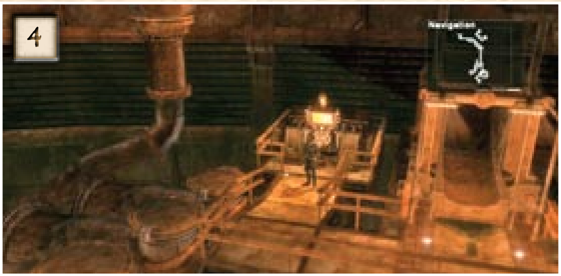

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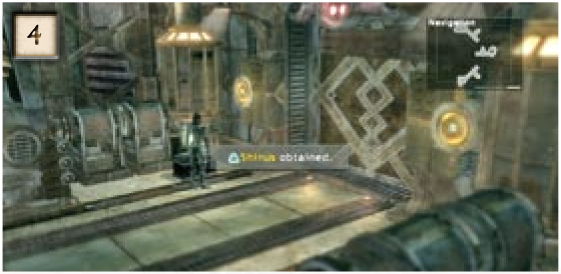
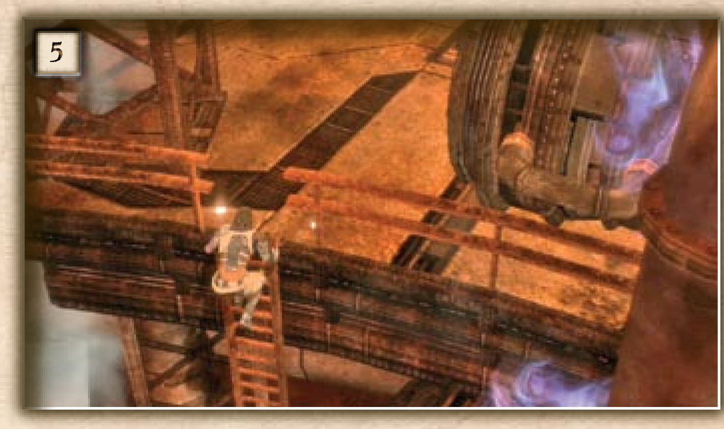


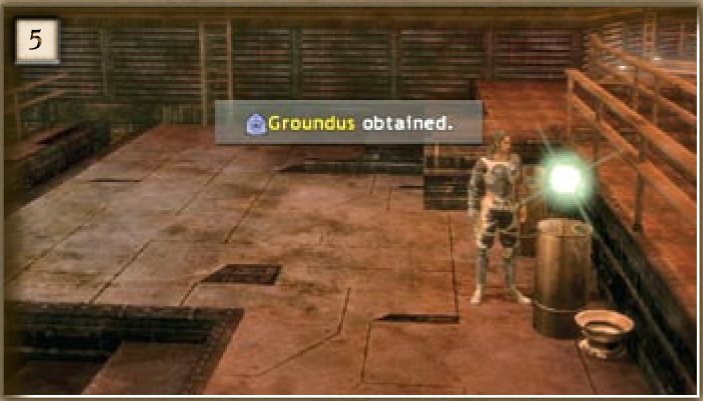
Shinus obtained.

5

THE GROUNDUS SPELL DETOUR

Climb down a ladder across from the elevators, and run along the lower level to an upward-leading ladder that will put you near this area's first terminal. That will shut down the vent over the lower pipe, but don't cross it yet—instead descend the ladder to the right of the pipe, where you'll find a pair of trash cans containing the Groundus spell and Godly Dragon Tears. Then climb back up and continue north to the next pipe. To shut off its fan, you'll need to climb down the ladder to the left of the pipe and push a block into the gap in front of the terminal. Use it to shut down the fan, and return to the pair of elevators at the north end of the map. Take the one on the right to reach the First Boiler.





Groundus obtained.

6

LOOT YOUR WAY THROUGH TO THE FIRST BOILER

Run to the end of the U-shaped map, where you'll find three trash cans full of items. Then head back toward the elevator and climb up the long ladder to your left. Hang a right up top, where you'll find more Experiment No. 1 pods, an empty elevator shaft, and a ladder that leads to a series of catwalks that ends at a shaft and another ladder. The shaft will dump you back in the Engine Section, so instead climb up the ladder to reach a platform with three more trash cans and the elevator to the boss room.

TREASURES—ENGINE SECTION (VIA SECOND BOILER)

A. GROUNDUS SPELL (IN LOWER PIT OF ENGINE SECTION)

B. GODLY DRAGON TEARS (IN LOWER PIT OF ENGINE SECTION)

TREASURES—FIRST BOILER

A. MAGIC STAFF FRAGMENT X4 (IN TRASH CAN AT END OF FIRST MAP)

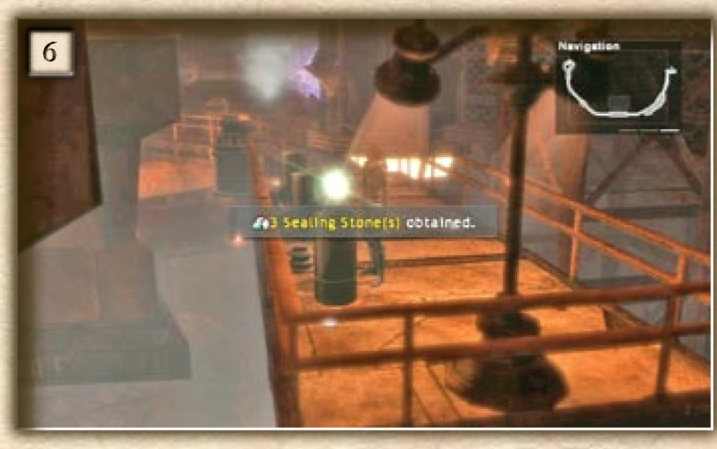
B. MANA PRIME (IN TRASH CAN AT END OF FIRST MAP)

C. SEALING STONE X3 (IN TRASH CAN AT END OF FIRST MAP)

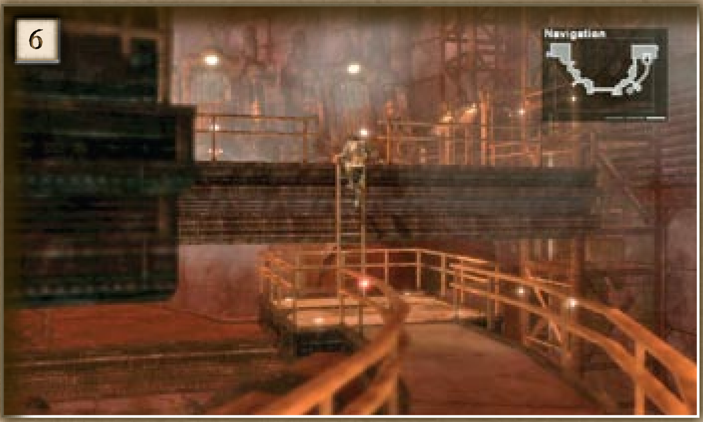
D. MAGIC-STORING STONE X3 (IN TRASH CAN NEAR FINAL ELEVATOR)

E. HEAL FULL (IN TRASH CAN NEAR FINAL ELEVATOR)

F. POWER DRINK (IN TRASH CAN NEAR FINAL ELEVATOR)



3 Sealing Stone(s) obtained.



[BOSS] THE NEFARIOUS SAINTS

Quick Tips

Suggested Party Level
45–50

Recommended Ring
—

Recommended Skills
Absorb Fire (Sarah's Notebook)
Absorb Water (Blue Dragon Eye)
Absorb Earth (Pipot Collar)
Absorb Wind (Aneira's Plume)
Absorb Magic (Talisman)
Nullify All Elements (Quad-Element Amulet)
Auto Barrier (Royal Emblem)
Ailment Resistance (Angel Guard)
Anti-Sleep (Alarm Clock)
Anti-Petrify (Medusa's Head)

Stats

HP:	1,510
Type:	None
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Boss Prep

Begin your boss prep as soon as you step off the elevator on the Central Connector, because you'll get attacked a few steps later. You want all your best spellcasters in this battle, but you need to ensure that they can survive a potentially brutal first turn. That means putting two fighters up front to keep up your Guard Condition and giving your characters every last bit of elemental protection you can muster. If you don't have the Absorb skill for a particular element, use Nullify All Elements or the individual element-proof skills. Status ailments are a concern as well; if you don't have Ailment Resistance, then Anti-Sleep and Anti-Petrify are a must.

Boss Tactics

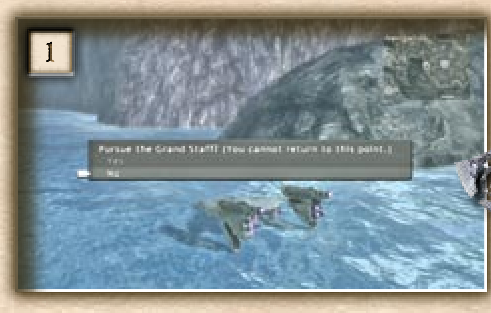
You'll remember the saints from the brief interlude in which you played as Gongora. Once again, each is immune to everything but a certain type of attack, and they have few enough hit points that one good blast of that attack type should put them back in the ground. Target the ones with an elemental weakness first, since those are the ones for which you have the strongest spells. The red saint falls to fire, the green to wind, the yellow to ground, and the blue to water. Target them with single spells—Composite All- spells are a waste here. That leaves the gold saint, who is weak to physical attacks; the white saint, who is weak to Shadow, Shine and Divide spells (use Shadowus for the quickest kill); and the black saint, who is weak to status ailments (such as the Stone spell, which kills in two turns). Keep in mind that you'll face only six of the seven saints—whoever Gongora killed last is still dead.

On their first turn, the saints will use the deadly Grade Six Magic Chant attack. Fortunately, it takes all six of them to use it, so you can head it off with a quick kill. Have your fighters attack the gold saint with normal attacks, which can potentially take him out before the first saint's turn. If you don't have a gold saint to target, focus multiple bombs on an elemental saint.

Upper Section

1 Chase Grand Staff Across the Bay

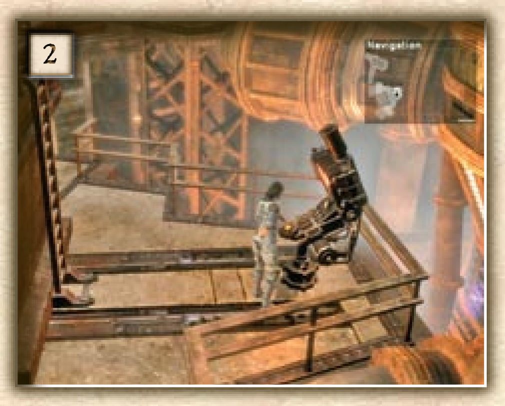
Grand Staff has moved into a lake on the northern continent, and you're free to either follow it or leave it be while you pursue side quests (note that this is still not your last opportunity to do so). When you're ready to resume your attack on the staff, steer the *Nautilus* toward the little notch in the map directly west of the pink icon that represents Grand Staff. There you'll be offered the option to "Pursue the Grand Staff."


1

Pursue the Grand Staff? (You cannot return to this point.)
Yes
No

2 Reshape the Upper Connector Area

After stepping off the *Nautilus* in the Upper Connector part of Grand Staff, locate the switch to the south that will restore power to the Transportation Lift. Then take the elevator to an upper level, where you can shift all of the platforms in the room with a push of a control-panel button. After the big shift, head east to grab a chest, then climb the ladders to the Transportation Lift.


2

Enemies

Golba

HP:	2,110
Type:	Magic
Element:	Water
—	—
Steals:	Beast Hide Rasp Guardian Ore
Drops:	Adamantine Ore — — —

Experiment No. 25

HP:	5,940
Type:	Magic
Element:	None
—	—
Steals:	Power Reactor Generator
Drops:	Pendulum Power Reactor — —

Shilda

HP:	2,110
Type:	Magic
Element:	Fire
—	—
Steals:	Gutsy Cloth Blood Cloth Crystal
Drops:	Living Brass — — —

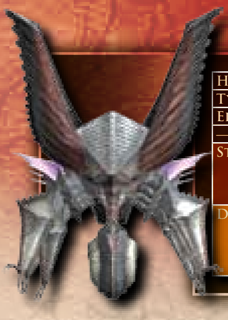
Experiment No. 1

HP:	11,700
Type:	Organic
Element:	None
—	—
Steals:	Adamantine Ore Death Powder
Drops:	Draining Stone Iron Ball of Ruin White Charm —

Magic Infantry

HP:	2,610
Type:	Organic
Element:	Earth
—	—
Steals:	Ruin Mask Magic Power Device
Drops:	Loud Bell Roaring Iron Claw —

Enchanted Beast



HP:	14, 250
Type:	Beast
Element:	None
—	—
Steals:	Magic-Storing Stone Magic-Sealing Vase
Drops:	Star Absorber — — —

Treasures—Upper Connector/ Transportation Lift

A. Goddess Medicine (second level of Upper Connector)

B. Enchanted Necklace (lowest level of Transportation Lift)

C. Godly Dragon Tears (second level of Transportation Lift)

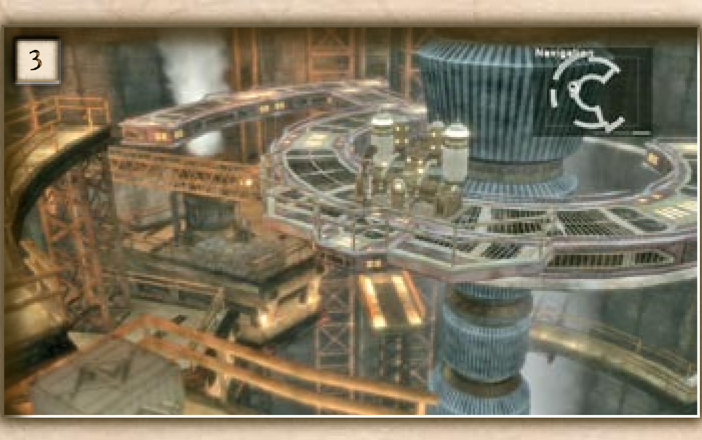
D. Inferno Horn (third level of Transportation Lift)

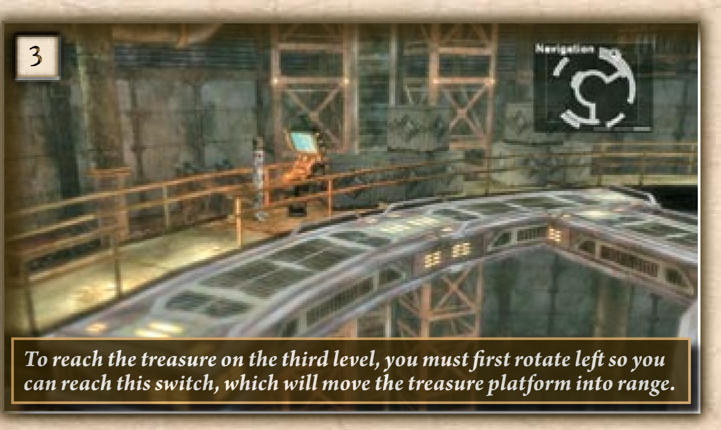
E. Lord's Earrings (fourth level of Transportation Lift)

3

Spin the Lift to Reach Each Floor's Treasure Chest

The entire silver walkway in the next area is a lift that you can use to climb from floor to floor, or rotate to three different positions. You'll need to make adjustments to raise it safely from floor to floor, and also to get the treasure chests on each one. To grab the treasure on the first floor, head east without touching the central panel. Once you've pocketed the Enchanted Necklace, select Rise from the control panel to move to the next level, then rotate it in either direction until you've made a path to each level's treasure chest.





To reach the treasure on the third level, you must first rotate left so you can reach this switch, which will move the treasure platform into range.

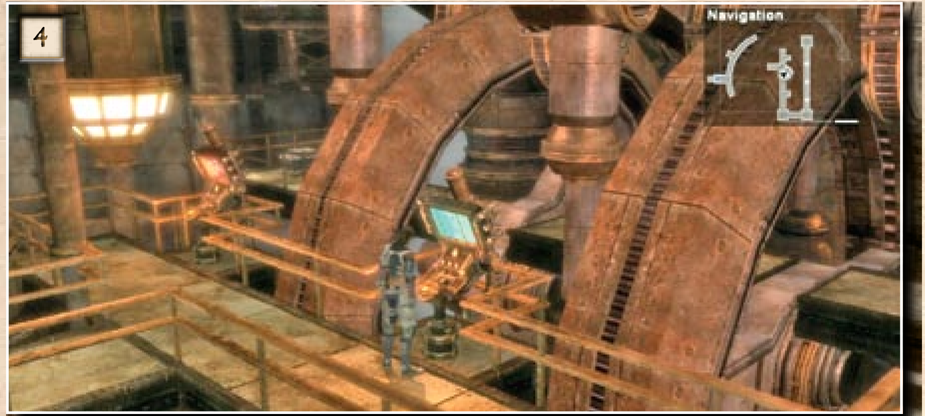
4

Manipulate the Machinery to Reach Two Rare Treasures

On the transportation lift's highest floor, grab the Lord Earrings from the chest at the end of the catwalk, then run back toward the lift and ascend the ladder on the southwest part of the catwalk, to the Magic Control area. Activate the computer terminal you find there, then descend a ladder to the south. Grab onto each of the big red buttons you see, and push them in to get a series of pistons turning. Grab the Ambrosia from a nearby chest, then descend back to the transportation lift, and make your way to the other ladder, which is in the northwest section of the map. That ladder will take you to a different region of the Magic Control area, where you'll notice that the turning pistons have started a derrick pumping. If you use the adjacent terminal to stop the derrick when it's at its lowest point, you can jump onto it and cross over to the chest that holds the Reflect spell. After grabbing the goods, make sure to hit the switch to get the derrick pumping again on your way out.

4
Navigation

Climb the southwest ladder on the Transportation Lift area again, and climb up the ladder at the southeast end of the platform it leads to. There you'll find three terminals, each of which corresponds to a spinning wheel. Use the terminals to stop all three wheels so their cross bars end up in a horizontal position, which will create a path to the treasure chest that holds the Wyvern's Tail sword.



TREASURES—MAGIC CONTROL

A. AMBROSIA (NEAR ELEVATOR ON WESTERN CATWALK)

B. MANA PRIME (ON CATWALK OPPOSITE DERRICK SWITCH)

C. REFLECT [SPELL] (AFTER ACTIVATING MACHINERY, STOP DERRICK AT LOWEST POINT AND JUMP ONTO IT)

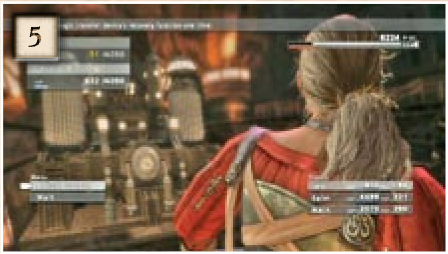
D. WYVERN'S TAIL (STOP EACH SPINNING WHEEL TO CREATE A PATH TO A TREASURE CHEST.

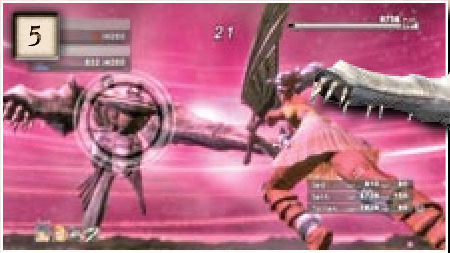
5

Slay a Pair of Generals to Clear the Energy Barrier

The elevator on the northwest catwalk of the Magic Control area leads to the Glass Chamber, where you'll find the staircase to the top of Grand Staff blocked by a magical energy field. Instead of continuing up, use the ladder near the save spot to descend down into the Magic-Powered Unit, this area's power source. Approach the switch at the center, where Sed will lay down the game plan: You'll create two parties of two characters, each of which will have to battle an enemy known as a General. The trick is, you have to kill both Generals "simultaneously", which means in the same turn. Pair Kaim with Mack and Seth with Tolten to create two roughly equal teams (don't use spellcasters, since the Generals can use the Reflect spell).

Between turns, Sed will have the option to select "Adjust Output," which will prevent the next party's General from regaining any HP, but only once per turn—use this to give the weaker team a boost. Remember, both Generals have to be killed at the same time, meaning the party battling General α must get the first kill, and then the party battling General β must finish their battle in the same turn. Failure to do so will result in an immediate game over.





ENEMY

General

HP:	4,050
Type:	None
Element:	Wind/Earth
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—
	—

Treasures—Magic-Control Unit

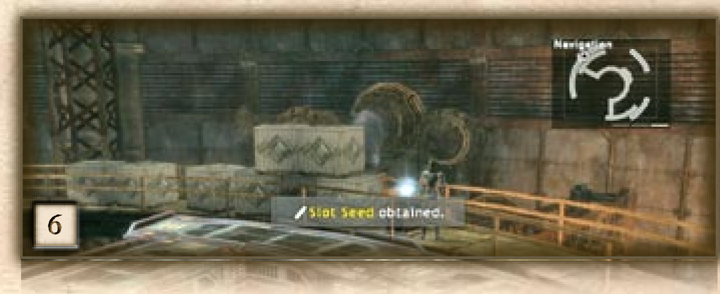
A. Godly Dragon Tears (west unit)

B. Goddess Medicine (east unit)

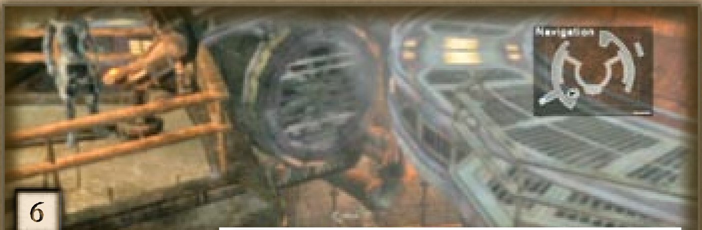
6

Seek Grand Staff's Final Treasures with the Mechanical Lift

To return to the Glass Chamber, take the west elevator and select "upper floors." By hopping onto the rising piston you can reach the upper catwalk, where you'll find the ladder back to the save point. But if you'd like to do a little looting first, instead take the east elevator and select "lower floors" to reach the optional Mechanical Lift area. Like the Transportation Lift, the Mechanical Lift area consists of four floors, with one treasure chest on each floor. Note that to reach the Heaven's Branch on the third floor, you must first activate a switch on the fourth.



Slot Seed obtained.



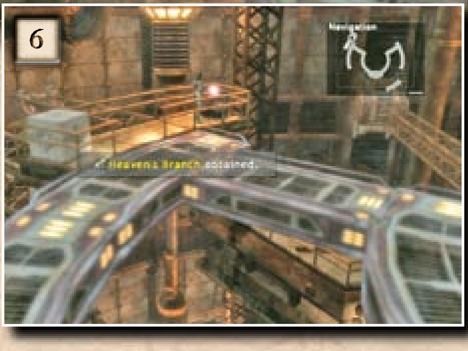
Treasures—Maintenance Lift

A. Sage Earrings (lowest level of Maintenance Lift)

B. Slot Seed (second level of Maintenance Lift)

C. Heaven's Branch (third level of Maintenance Lift)

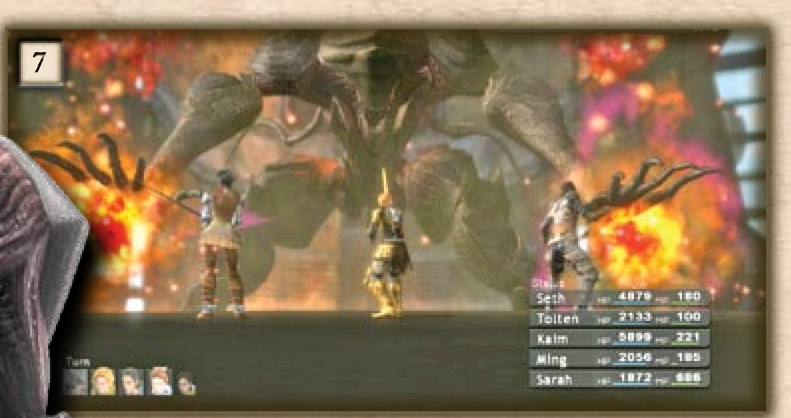
D. Crystal Fragment (fourth level of Maintenance Lift)



Heaven's Branch obtained.

7 THE GLASS CHAMBER AMBUSH

Whenever you do return to the Glass Chamber, you'll find a Magic Beast waiting. It has a lot of hit points, but should be pretty easy for your party to beat at this point in the game. An All-Powerus spell and a few Combo attacks should take it out within a few turns.


7
Seth HP 4879 MP 180
Tolten HP 2133 MP 100
Kaim HP 5899 MP 221
Ming HP 2056 MP 185
Sarah HP 1872 MP 686
Turn

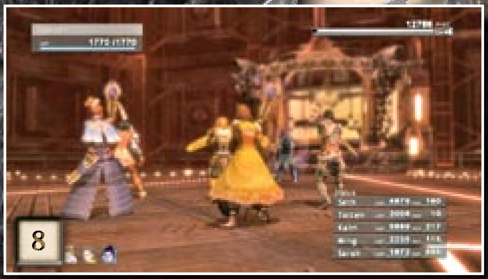
ENEMY

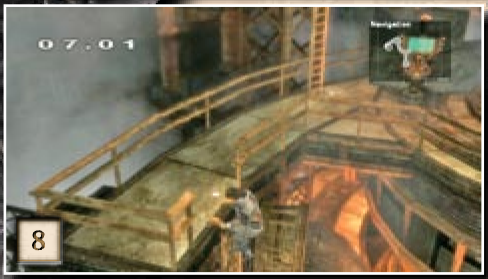
MAGIC BEAST

HP:	26,790
TYPE:	BEAST
ELEMENT:	NONE
—	—
STEALS:	—
	—
DROPS:	—
	—
	—
	—

8 THE ESCAPE FROM GRAND STAFF

After battling the Magic Beast, ride the elevator to the Control Room, where Gongora awaits. When Gongora conscripts a member of your party to protect him, do not attack—simply defend each turn until the battle ends. You'll then have eight minutes in which to escape Grand Staff; take the elevator in the Glass Chamber back down to the Magic Control Station, and take the ladders down to the Transportation Lift. Use Turn-Tail to flee from battles, and you should make it with plenty of time to spare.





9 ON TO THE TOWER OF MIRRORS

After returning to the *Nautilus*, you'll find yourself back on the world map, just outside of the game's final area, the Tower of Mirrors. The Tower of Mirrors consists of nothing but the game's final series of bosses, so this is your very last chance to buy items and pursue side quests. The final bosses aren't particularly tough, but if you want to give yourself an edge, be sure to claim the Angel Guard accessory from the Forgotten Cave and teach its skill to your immortals. When you're ready to enter the tower, approach it with the *Nautilus* and hit the B button to dive towards the tower's underwater entrance.

[BOSS] THE FINAL BATTLE

Stats

Luminous Magic Beast

HP:	55,860
Type:	Beast
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Gongora

HP:	???
Type:	Varies
Element:	Varies
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Quick Tips

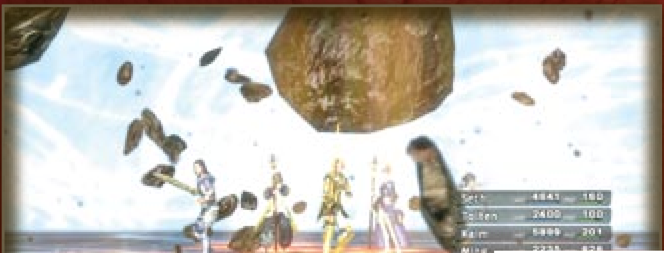
Suggested Party Level
46–52

Recommended Ring
Aneira Ring
Gravity Ring
Dragon Ring

Recommended Skills
Absorb Fire (Sarah's Notebook)
Absorb Water (Blue Dragon Eye)
Absorb Earth (Pipot Collar)
Absorb Wind (Aneira's Plume)
Absorb Magic (Talisman)
Nullify All Elements (Quad-Element Amulet)
Anti-Petrify (Medusa's Head)
Walla (Mack)
Combo (Mack)
Ailment Resistance (Angel Guard)
Ultimate Analysis (Sed)

Boss Prep

If you have the Quad-Element Amulet, make your initial party out of the four immortals and Tolten, the only mortal who can equip it. If you don't have the Quad-Element Amulet, bring Sed along and have him equip as many elemental protection accessories as he can with his 3 Accessories skill. The Ailment Resistance skill is a must here—it will protect against Gongora's Manipulate skill, which is something no other accessory can do. If you don't have it, at least equip Anti-Petrify, since that status ailment is also a concern. The first boss will strike with a wide variety of elemental attacks, so he'll be a cinch to beat if you have the appropriate Absorb-series skills, or at least Nullify All Elements to negate the damage.



Rings don't matter if you have your attackers strike with moves like Combo.

The Luminous Magic Beast is indeed a Beast, so the Dragon Ring will deal a bit of extra damage in that battle. But Gongora switches both his type and his element every turn; you can either switch rings each turn to match them, or use HP- and MP-absorption rings that will always be useful.

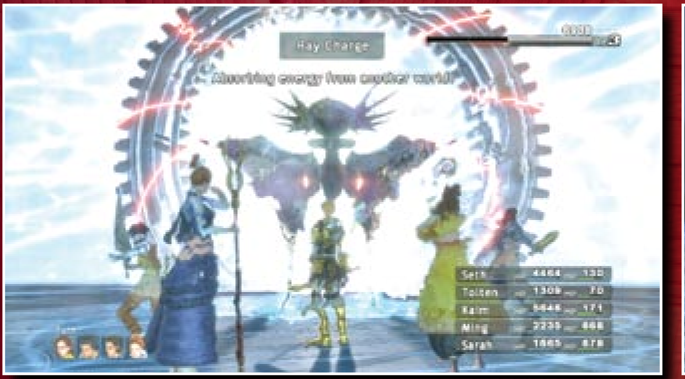
CONTINUED

CONTINUED

Boss Tactics

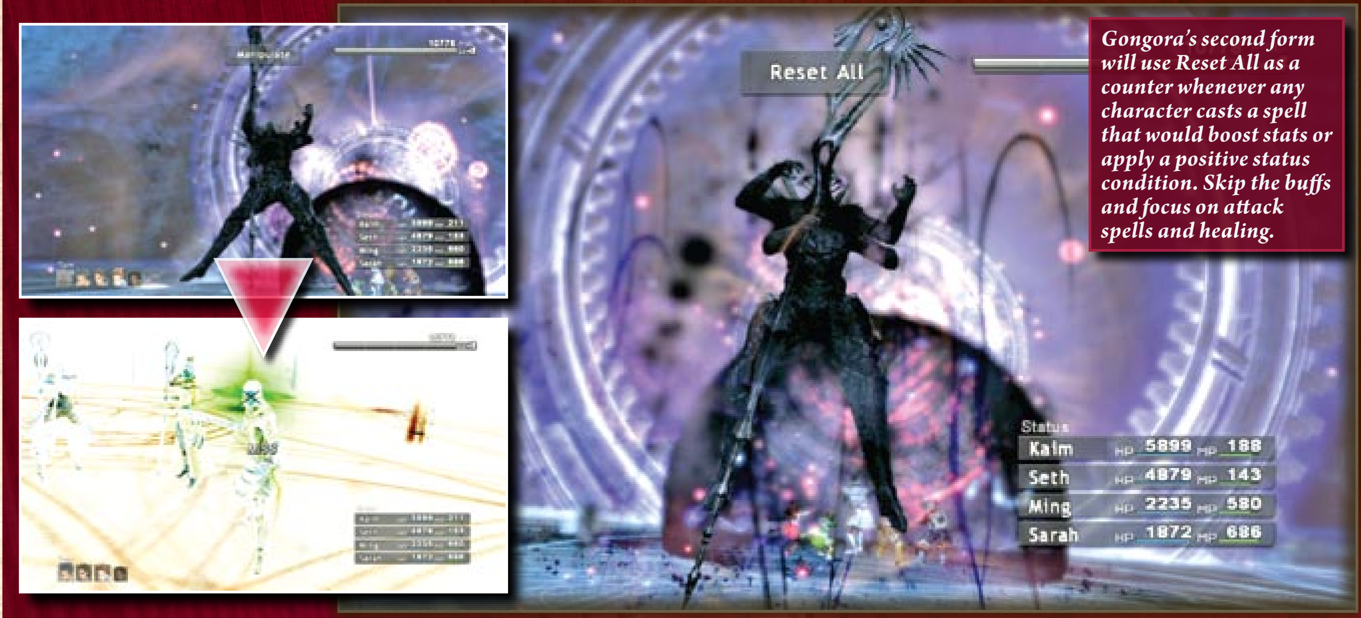
In the first battle, have Ming and Sarah use All-Powerus and All-Generata to boost your fighter-heavy party, as the beast is weakest to physical attacks. It is vulnerable to spells initially, but when it uses its Ray Charge attack it will gain the ability to absorb all magical damage until it later expends that extra energy with the Ultimate Ray attack (and even then, magical spells won't do much damage). Once the party has every boost that could conceivably be useful, have Ming and Sarah switch to healing the wounded and restoring your Guard Condition with Mack's Walla skill.

When Gongora takes the battlefield, you'll have to face him with only your four immortals. That doesn't mean the mortals won't help—they'll each pop up to save you with their own special abilities. This is a highly scripted battle, so don't worry if Gongora dishes out some obscenely powerful moves—he's just setting up one of your mortal friends to save the day. Hit him hard with your best attacks and spells, and don't worry about conserving MP—Cooke will refill it all before the next phase of the battle.



Support Sed

In Gongora's second phase, your mortals will be otherwise occupied and unable to help. In this battle Gongora will strike with the Manipulate skill, which can turn one of your party members against you—but it'll miss every time if his target has Ailment Resistance equipped. That same accessory will counter Gongora's Petrification-inducing spells, so it's hard to lose if everyone has it. Ultimate Analysis will also come in handy, since Gongora changes his elemental type every turn. Take note of the new type before you select your spells, then select the appropriate elemental spell for maximum damage.



Status
Kalm HP 5899 MP 188
Seth HP 4879 MP 143
Ming HP 2235 MP 580
Sarah HP 1872 MP 686

Gongora's second form will use Reset All as a counter whenever any character casts a spell that would boost stats or apply a positive status condition. Skip the buffs and focus on attack spells and healing.

BONUS FEATS

ACHIEVEMENTS

EARN A TOTAL OF 1,000 ACHIEVEMENT POINTS IN LOST ODYSSEY BY EXCELLING IN BATTLE, EXPLORING EVERY CORNER OF THE WORLD, AND PERFORMING EXTRAORDINARY SIDE MISSIONS. ALL 36 ACHIEVEMENTS ARE LISTED HERE; CHECK OUT THE PAGE REFERENCES FOR MORE INFORMATION ON HOW TO GET CERTAIN ONES.

STORY PROGRESS (500G TOTAL)

You receive half of your achievement points by simply completing the main story. You'll receive 125G after finishing each disc, including beating the game.

SURVIVED (125G)

Complete Disc 1. (See pages 34–80.)

OUT TO SEA (125G)

Complete Disc 2. (See pages 81–110.)

SURFACING (125G)

Complete Disc 3. (See pages 111–151.)

THE END (125G)

Complete Disc 4. (See pages 152–187.)

SIDE QUEST BOSSES (70G TOTAL)

In addition to the main narrative, you can travel to optional destinations that offer big challenges and tough monsters. Defeat the boss of each area to earn 10G apiece.

DEFEATED PERSONA (10G)

Defeat Persona in Old Sorceress' Mansion. (See page 195.)

DEFEATED KING KELOLON (10G)

Defeat King Kelolon in Kelolon Village. (See page 201.)

DEFEATED CAVE WORM (10G)

Defeat the Cave Worm in the Forgotten Cave. (See page 204.)

DEFEATED BLUE DRAGON (10G)

Defeat the Blue Dragon in the Snowfields of the Northern Land. (See page 206.)

DEFEATED HOLY BEAST (10G)

Defeat the Holy Beast at Numara Atoll. (See page 208.)

DEFEATED GHOST OF EASTERN RUINS (10G)

Defeat Ancient Spirit Magician Fu at the Temple of Enlightenment. (See pages 215–216.)

DEFEATED GOLDEN KNIGHT (10G)

Deactivate all Royal Seals and defeat the Golden Knight. (See page 228.)

SKILL ACQUISITION (210G TOTAL)

Earn 20G for when a character learns every possible skill. Immortals must learn every skill from every character and accessory in the game (farming in Gongora's Secret Cave with Sed's Double SP skill will help this process along). For most mortals, earning these achievements is a matter of leveling up until they have acquired every skill; Tolten, however, must open every Royal Seal so he can learn a skill from the Golden Knight, as well.

SKILL LINKER (30G)

Learn a skill from a mortal for the first time.

IMMORTALS:

SKILL MASTER KAIM (20G)

Kaim masters all available skills.

SKILL MASTER SETH (20G)

Seth masters all available skills.

SKILL MASTER MING (20G)

Ming masters all available skills.

SKILL MASTER SARAH (20G)

Sarah masters all available skills.

MORTALS:

SKILL MASTER JANSEN (20G)

Jansen masters all available skills.

SKILL MASTER COOKE (20G)

Cooke masters all available skills.

SKILL MASTER MACK (20G)

Mack masters all available skills.

SKILL MASTER TOLTEN (20G)

Tolten masters all available skills.

SKILL MASTER SED (20G)

Sed masters all available skills.

EXPLORATION GOALS (80G TOTAL)

As you progress through the story of Lost Odyssey, you will earn achievements for finding items and treasures, as well as seeing many marvelous places and things.

THE DREAMER WAKES (20G)

Unlock the first episode of "A Thousand Years of Dreams." (See page 41.)

BIG DREAMER (10G)

Unlock all the episodes from "A Thousand Years of Dreams." (See page 229.)

WELL TRAVELED (10G)

Visit every major location in the world at least once.

TREASURE TROVE (20G)

Obtain all treasure items in the world (or buy them from the Saman auction house).

SPELL COLLECTOR (20G)

Obtain every spell. (See pages 256–263.)

COMBAT GOALS (90G TOTAL)

You will receive a variety of achievements for your performance in battle. Use your rings skillfully to earn all of them, as only true warriors will get all 90G.

RING ASSEMBLER (30G)

Create the first ring from components.

PERFECT THREE (30G)

Perform three Perfect ring hits in a row.

NO ONE'S THIS PERFECT (10G)

Perform a Perfect ring hit a total of 500 times in battle.

TRUE WARRIOR (10G)

Defeat 1,000 enemies in battle.

THANKS A MILLION (10G)

Inflict a cumulative total of more than 1,000,000 damage points.

BACKYARD MASTER (50G TOTAL)

Participate in arena-style events in the Backyard in Gohtza. There are five stages of the Backyard—complete the bonus goals for each stage to earn achievements.

LIGHT CLASS MASTER (10G)

Meet the secret requirements and win each battle in the Backyard Light Class. (See page 230.)

MIDDLE CLASS MASTER (10G)

Meet the secret requirements and win each battle in the Backyard Middle Class. (See page 232.)

HEAVY CLASS MASTER (10G)

Meet the secret requirements and win each battle in the Backyard Heavy Class. (See page 233.)

SUPER HEAVY CLASS MASTER (10G)

Meet the secret requirements and win each battle in the Backyard Super Heavy Class. (See page 235.)

IMMORTAL (10G)

Meet the secret requirements and defeat the final challenge of the Backyard. (See page 236.)

OPTIONAL MISSIONS & QUESTS

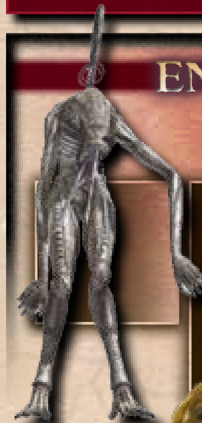
THERE ARE MANY OPTIONAL ADVENTURES FOR YOU TO EMBARK UPON THAT CAN SUPPLY YOUR PARTY WITH SOME OF THE BEST TREASURES AND EQUIPMENT IN THE GAME. MOST OF THE OPTIONAL QUESTS CAN BE COMPLETED AFTER YOU'VE ACQUIRED THE *WHITE BOA*, ALLOWING YOU TO VISIT VIRTUALLY EVERY LOCATION IN THE WORLD. YOU DON'T HAVE TO DO THE FOLLOWING EVENTS, BUT THEY WILL BE NECESSARY TO EARN SEVERAL ACHIEVEMENTS, INCLUDING THOSE FOR FINDING ALL ITEMS AND FINDING ALL SPELLS.

GONGORA'S MANSION—MAGIC EXPERIMENTATION LABORATORY

Getting There

You can challenge this side quest at any point in Disc 4. Tolten can break the Royal Seal at the cave entrance.

ENEMY



Experiment No. 42

HP:	1,640
Type:	Mechanical
Element:	None
—	—
Steals:	Living Gypsum
	Gorgon Mask
Drops:	Living Gypsum
	Stone Beast's Fang
	Mother Nature's Spirit
	—

Treasures—Secret Cave

A. Composite Magic Record — Invisible treasure chest near the entrance to Secret Cave*

B. Flarus Bomb—Down the ladder on the left near the entrance, in a yellow vessel

C. 5,000G—Jump the first gap and climb down the second ladder, then wrap around to find another yellow vessel

D. Seed—Break through the rock wall next to the elevator and open the treasure chest

E. Groundus Bomb—Turn the pipe valve near the door to the Experimentation Laboratory

F. Magical Lock Key—Across from the entrance to the Experimentation Laboratory, locate the hidden passage to the left and open the treasure chest

G. Magic Crystals x6—Climb down the far-right ladder and look in the yellow vessel

* Sunderch Glasses required

Deep under his mansion, Gongora created a secret lab to prepare his vile plans. Gongora has long since cleared out—his old residence was way too small for his ambitions and his ego. To get into his lair, head out to the courtyard through the left door of the mansion's left hallway. Tolten can break the Royal Seal, granting you access into the Secret Cave.

The Secret Cave is a narrow passage with deep chasms to jump over, but it's pretty much a straight route through the cave to the Magic Experimentation Laboratory. As you traverse the cave, look for ladders leading off the ledge to pick up a few items—a Flarus Bomb, six Magic Crystals, and 5,000G. Also be on the lookout for a treasure chest containing a Magical Lock Key—an item that will open up a new difficulty level in the Backyard arena area. About halfway through the passage, you'll come across a door blocked by an electric barrier. Once you defeat the boss in the Magic Experimentation Laboratory, you'll be able to open that lock and create a shortcut to the Magic Research Lab upstairs.

The Secret Cave is a good place to build up your characters—the monsters aren't particularly difficult and the abundance of them is good for accumulating SP. You'll face wave after wave of zombie creatures called Experiment No. 42—keep that number in mind, as characters below Level 42 or so will struggle against them. It's a simple place to gain around eight levels—enough to take on the next few side dungeons. Petrify is the only move the Experiment No. 42 enemies have that can put your party in peril; be sure to have the Anti-Petrify skill equipped all the way around, including equipping a mortal with Medusa's Head.

The nondescript door at the end of the Secret Cave leads to the laboratory; as soon as you enter you'll be thrown into a boss fight.

TREASURES—MAGIC EXPERIMENTATION LABORATORY

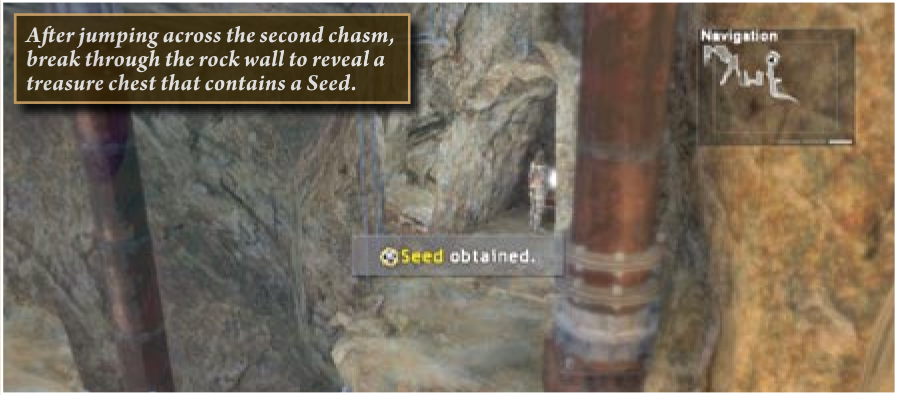
A. GODDESS MEDICINE—KICK THE CANISTER IN THE LOWER-RIGHT CORNER

B. PENDULUM X3—EXAMINE THE BOOKSHELF ON THE LEFT SIDE OF THE ROOM

C. DEMON KING'S HORN, DEMON KING RING — EXAMINE SPOT *

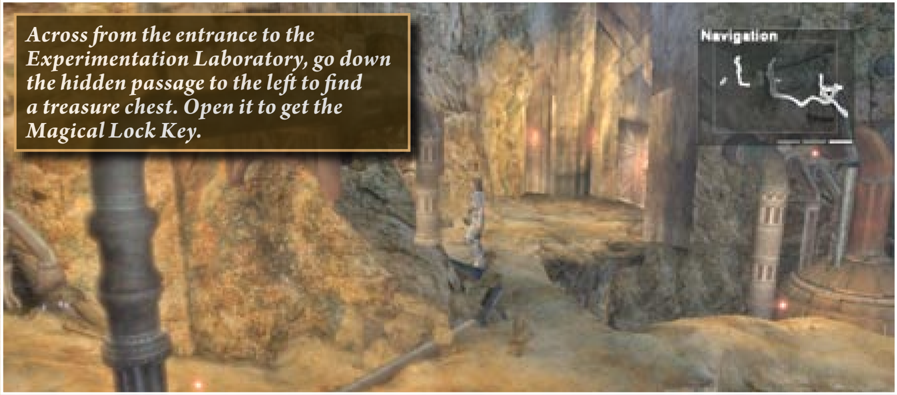
* TREASURE-HUNT INFORMATION REQUIRED

It's not glamorous work, but beating up the enemies in the Secret Cave pays off.



After jumping across the second chasm, break through the rock wall to reveal a treasure chest that contains a Seed.

Seed obtained.



Across from the entrance to the Experimentation Laboratory, go down the hidden passage to the left to find a treasure chest. Open it to get the Magical Lock Key.

[BOSS] DOLL & GENERATOR

Quick Tips

Suggested Party Level
40–45

Recommended Ring
Gaia Ring
Hacker Ring
Circular Dance Ring

Recommended Skills
Absorb Attack (Amulet)
Anti-Poison (Antidote Brooch)
Anti-Sleep (Alarm Clock)
Attack Boost 1 (Power Bangle)

Stats

Doll

HP:	435
Type:	Magic
Element:	None
—	—
Steals:	Metal Scale
	—
Drops:	Metal Scale
	—
	—
	—

Generator

HP:	1,510
Type:	Mechanical
Element:	None
—	—
Steals:	*The Backyard Weekly*
	—
Drops:	*The Backyard Weekly*
	—
	—
	—

Boss Prep

Frankly, if you made it through hordes of Experiment No. 42s on the way through the Secret Cave, the Generator and its endless supply of Doll minions shouldn't be much trouble. Load up on heavy hitters, as magic won't work against the Generator. The Generator is in the back row, and the faster you can get to it, the shorter the battle will be; equip rings that lower GC.

Boss Tactics

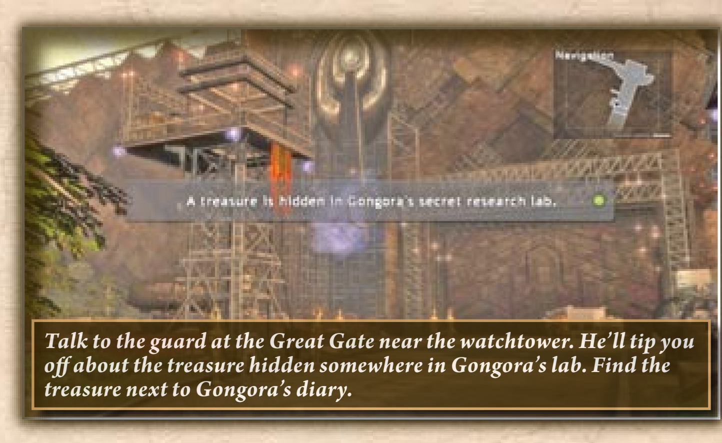
You want to get to the Generator as soon as possible, for two reasons. First, for as long as it's alive it will continue to create new Dolls to drag out the battle. Fortunately, when the Generator creates more Dolls, its GC does not come back, leaving the Generator open to physical attacks. Second, the Generator changes tactics depending on its HP—the higher its HP, the more the Generator is on the offensive. It'll cast All-Poison and All-Sleep when it's strong, but transition to restorative spells such as All-Heala when the going gets tough. Just start knocking away at the Generator with physical attacks as soon as the enemy GC level gets down to 2 or so. Don't worry about the Dolls' attacks—neither the solo-target Combo Strikes nor the party-wide Shockwave do any serious damage.

625
DAMAGE UP!

The Generator's most potent attack is All-Poison, but it'll stop casting the spell once it's been roughed up a little.

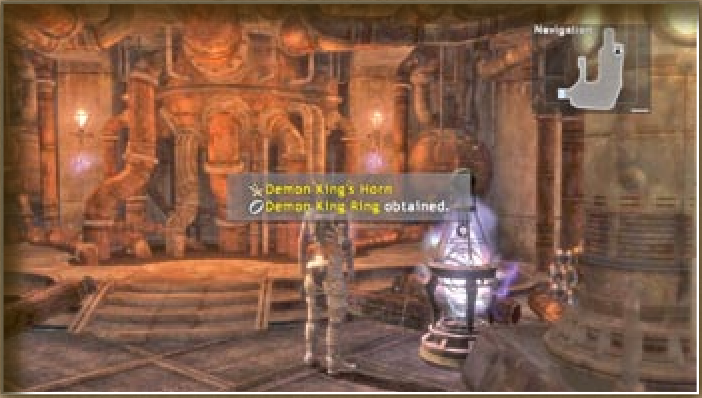
POST-MORTEM

The *Backyard Weekly* that the Generator drops will give you insight into some of the Backyard's more difficult battles. Take it to the attendant in the Backyard to get the scoop. Once you've disposed of the Generator, you can take a look around Gongora's hidden laboratory. There isn't a lot to see, but his diary provides some interesting insight into the immortals' past. Note that you can now ride the previously locked elevator back up to the Magic Research Lab.



A treasure is hidden in Gongora's secret research lab.

Talk to the guard at the Great Gate near the watchtower. He'll tip you off about the treasure hidden somewhere in Gongora's lab. Find the treasure next to Gongora's diary.



Demon King's Horn
Demon King Ring obtained.

TERRACE CAVE

GETTING THERE

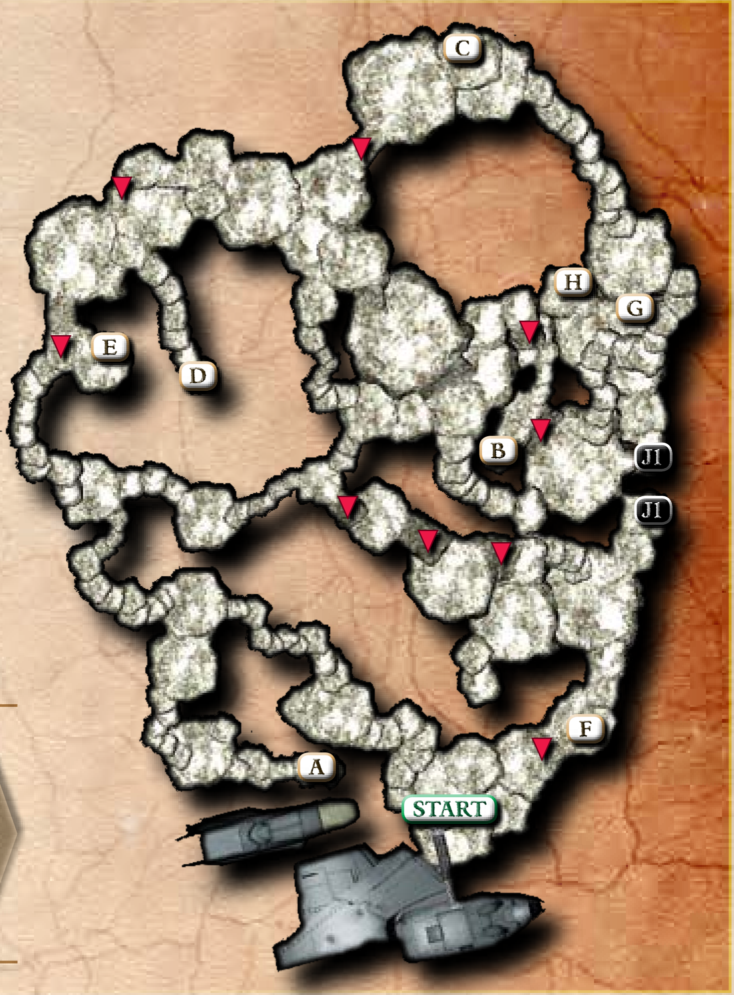
To reach the Terrace Cave, you'll need to dive under the waves in the Nautilus. Coast up to the mouth of the submerged tunnel south of Numara.

Once you're inside, you'll find the Terrace Cave to be a foreboding network of narrow passages that wind around ancient rock formations. There are a lot of steep mudslides that create one-way paths, but if you pursue the treasures in letter order you can get them all in a single trip.

J# = Jump Point

▼ = Slide-down floor

A. Adamantine Ore x3
B. Master Thief Tools x12
C. Adamantine Ore x3
D. Mother Nature's Spirit x2
E. Dark Demon Note x2
F. Glacial Ice x2
G. Windus Bomb
H. Cubic Music Score 7



If you stumble upon the Terrace Cave without having had a Money enemy steal gold from you in the Great Ancient Ruins, you might find it rather empty. But if you've been robbed by a Money, things are a little different. When you walk in, you'll notice a trail of coins that lead deep into the cave. Follow the coins past treasure chests that weren't there before. (You can pick up the coins as you go, but they're worth only 1G—they're almost not worth bending down to get.) Open each treasure chest as you pass—the first two will contain a measly 1G, but opening the third chest will trigger a rewarding boss battle.

ENEMIES

ANCIENT GRASS

HP:	1,280
TYPE:	HARDENED
ELEMENT:	FIRE
—	—
STEALS:	STONE BEAST'S FANG ANCIENT STATUE
DROPS:	LIVING GYPSUM STONE BEAST'S FANG ANCIENT STATUE —

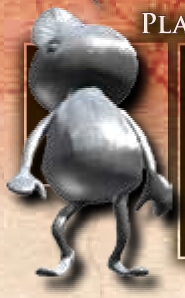
FOSSIL FISH

HP:	1,280
TYPE:	HARDENED
ELEMENT:	EARTH
—	—
STEALS:	FRONTIER SIDERITE ANCIENT STATUE
DROPS:	MOTHER NATURE'S SPIRIT METAL SCALE NIGHTMARE SEAL FAIRY'S CRADLE

GRAY FOSSIL

HP:	1,330
TYPE:	HARDENED
ELEMENT:	WIND
—	—
STEALS:	GORGON MASK ANCIENT STATUE
DROPS:	SHARK SKIN METAL SCALE DARK DEMON NOTE —

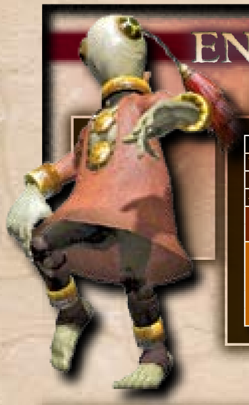
PLATINUM KELOLON



HP:	2,480
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	KELO-OIL DEATH POWDER
DROPS:	KELO-OIL KELO-HELMET KELOLON HEART —

ENEMY

MONEY-MONEY



HP:	8,240
TYPE:	NONE
ELEMENT:	WIND
—	—
STEALS:	—
DROPS:	*BIOGRAPHY OF BACKYARD* — — —

BATTLING MONEY-MONEY

The Money-Money is a lot like the Moneys that you'd find in the Great Ancient Ruins, except he has much higher HP. He'll steal your gold and heal himself a little every time you attack, but he doesn't do any damage when he does so. Like normal Moneys, he is highly evasive, making him difficult to hit with physical attacks; wear him down with spells like Forcea and Flara. At the end of the battle, he'll drop all the gold that the Moneys stole, then he'll run off. If you happen back into the Great Ancient Ruins in the future and your gold meets a similar fate, you can return here to reclaim it. The prize for victory is *Biography of Backyard*, another Backyard hint book.

RETURN TO THE OLD SOCERESS MANSION

GETTING THERE

To trigger a new quest at the Old Sorceress' Mansion, return to it at any time in Disc 4.

Despite Sarah's comforting words, monsters still linger in the spooky mansion. Fortunately, it's the same cadre of baddies that you confronted on your first visit, and your party is much stronger than it was then. This is Sarah's quest—she's bent on retrieving the notebook that contains the first poems Lirum ever sang. It becomes a family affair when Cooke and Mack offer to help out, and the rest of the crew follows obediently.

As you pass through the Courtyard and descend into the Old Sorceress' Hermitage, you'll hear ghostly boos coming from the back room. The sadness that Sarah felt after the loss of her daughter has manifested itself into a fearful monster.

Ming

It seems that the monsters have departed. What further proof do you need that the negative energy is gone from your body?

Don't listen to her—there are plenty of monsters eager to give you a licking.

[BOSS] PERSONA

Quick Tips

Suggested Party Level
40–45

Recommended Ring
Blaze Ring
Flare Ring
Gaia Ring

Recommended Skills
Anti-Petrify (Medusa's Head)
Lv4 Black Magic (Sorcerer Earrings)
MP Convert (Cooke)
MP Recovery (Crystal Fragment)
Wall or Walla (Mack)
Persistence (Tolten)

Stats

HP:	12,780
Type:	None
Element:	Wind
—	—
Steals:	88 Caliber Magic Rifle
	—
Drops:	88 Caliber Magic Rifle
	—
	—
	—

Boss Prep

Kaim and Sarah must be in the party, but the rest of the lineup is up to you. Characters that are versatile in both physical and magic attacks are valuable—Mack is a good choice. Sed is also pretty good, largely because he can steal a new rifle and put it to use right away. Equip Seth and Kaim with magic-casting abilities and a way to restore their MP. Rings with Fire enhancements are ideal for your characters.

Before you head into the mansion, stock up on Cure-Alls and Stone Beast's Thorns. Buy plenty of Mana Capsules, as well, as Persona will drain loads of MP you could be using to heal your party.

Boss Tactics

The hook to Persona is that it will alternate between absorbing all spell damage and all physical damage with a move called Reverse. When it absorbs spell damage, even spells that supposedly do physical damage (such as Gamble and Force) will restore Persona's health. Bombs are a no-no, too. The problem is, Persona will use Reverse at unpredictable times, often at the beginning of a turn, laying to waste your best-laid plans for attacking him. Characters of a high enough level can get in physical attacks before Persona switches, but not magic attacks—when the boss is absorbing magical attacks, it's best to just defend and heal—it's hard to predict if Persona's going to Reverse itself at the beginning of the fight.

One of Persona's most dangerous attacks is Death—a one-hit kill that it'll unleash at the beginning of a turn. There's not much you can do about it; just hope it targets an immortal so you don't have to burn through Angel's Plumes to keep your party alive. Persona will also hit you with Forceus, which does so much damage that it's essentially a one-hit kill, too.

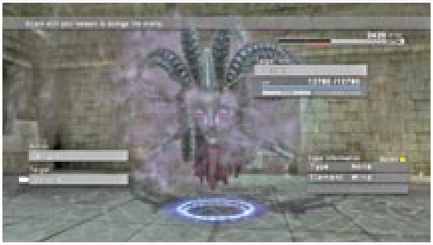
A variety of Persona's attacks hit your whole team at once. Shinus won't do a ton of damage to one person, but its combined effect will hurt your GC. All-Stone can be a nuisance, too—be sure to have all your immortals equipped with the Anti-Petrify skill. But nothing really compares to his Darkness attack—not only does it slam your entire party for serious damage, but it sucks away a bunch of MP *and* applies status ailments to everyone. A common effect will be Poison—use Composite Magic Poison-Cure to heal an entire row at once, then get to work on healing everyone.

CONTINUED

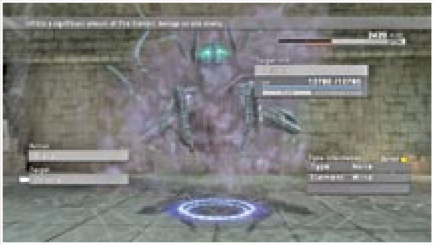
CONTINUED

The best strategy for attacking Persona is to exercise patience. Don't have all your characters attack every time; you could end up doing yourself more harm than good. Instead, take what you can get in small increments by having only a couple of party members attack per turn. Spend the rest of your time healing and curing status ailments.

Stay healthy, or Persona's Darkness move will mean lights-out for your party.



When Persona faces you like this, it's vulnerable to physical attacks.



And when it turns to face you this way, you can hit it with magical attacks.

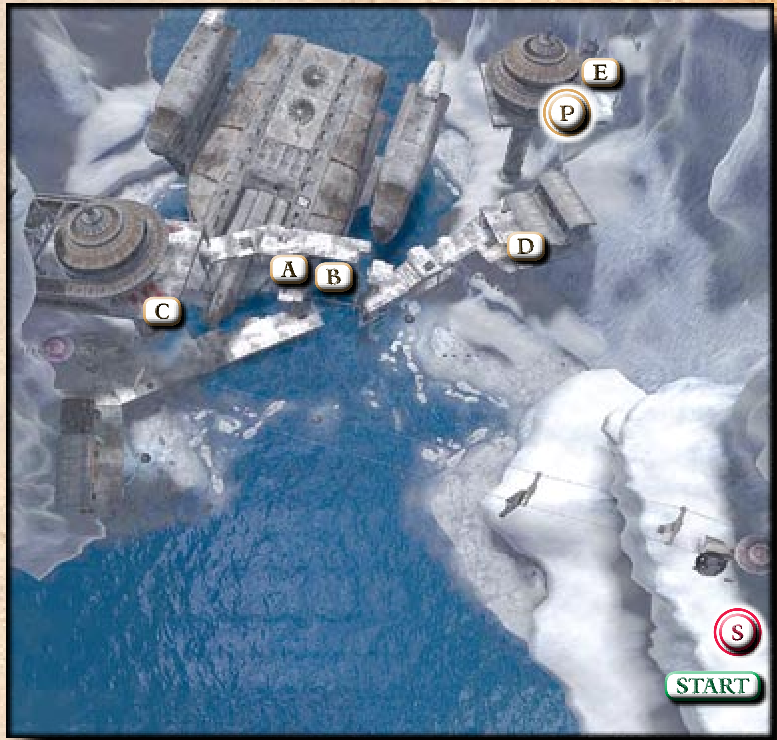
POST-MORTEM

At the end of the battle, you'll receive an achievement and recover *Sarah's Notebook*, an accessory that contains the skill Absorb Fire. You'll also receive an achievement for defeating Persona.

PIRATE FORTRESS

GETTING THERE

You can reach the fortress by having the White Boa ram through the ice in the northeast corner of the main continent.



A. Master Thief Tools x6
B. Seed
C. Goddess Medicine
D. Jet Black Cloth x6
E. Cubic Music Score 9

It's evident that Sed's been in captivity for a while, as his usual hideout, the Pirate Fortress, is in a little bit of disrepair. Fortunately, monsters haven't overrun the Pirate Fortress—you're free to wander around without fear of getting attacked. You'll enter the area via a high mountain trail; Sed will fix the Gondola so you can descend to the main area.

Inside Sed's studio, one of his fellow pirates will provide a valuable service for his captain's new crew. He'll give you the whereabouts of any treasures you've missed during your journey, as long as they're places you can return to. You'll get only one clue at a time; after you find the item he hinted at, return to hear another tip. The pirate will also let you know where you can find one of his shipmates; if you find all six they'll give you a couple of great items. Also while you're in the studio, check out Sed's workbench—he'll work his magic on your Magic-Powered Locator to upgrade it to the *Magic-Powered Locator Lv3*.

Head across the platforms and through the short cave to appear in another small section of the Pirate Fortress. There you'll find a Pipot, as well as a treasure chest that contains Cubic Music Score 9. Remember to do the Cubic Music Score 9 challenge as soon as you get back on the *White Boa*; the prize for the challenge is the *Sunderch Glasses*, which allows you to see invisible treasure hidden all around the world.

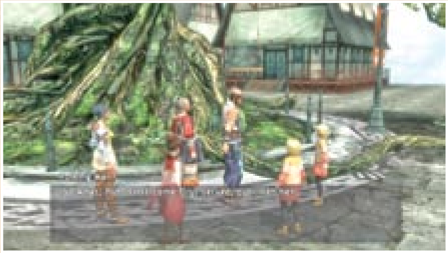
TREASURES—SED'S STUDIO ITEMS

A. MAGIC RIFLE OF ANEIRA*

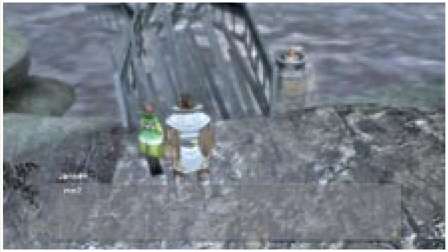
B. ANEIRA RING*

* OBTAINED AFTER YOU FIND SED'S COHORTS

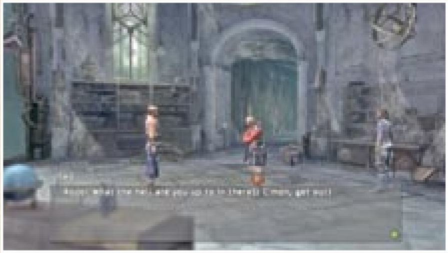
SED'S SHIPMATES' LOCATIONS



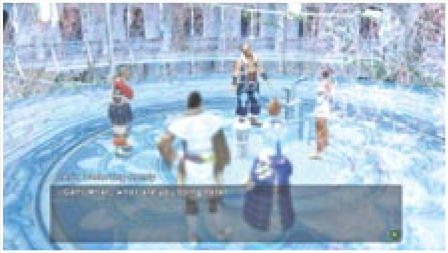
City of Saman (by the central tree)



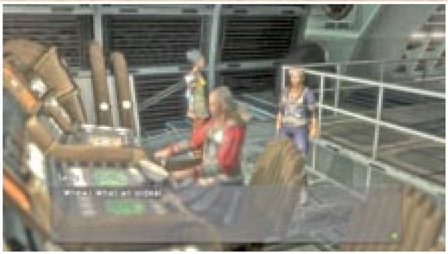
Sea of Baus (examine washed-out bridge)



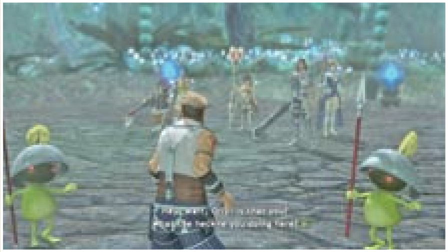
Old Sorceress' Mansion (at entrance)



White Boa (*Ming's Chamber*)



Underwater (in sea north of Ipsilon Port)



Kelolon Village (save him from attackers)

KELOLON VILLAGE

GETTING THERE

Punch through the ice into the lake north of Ipsilon. Then launch the Nautilus *and dive underwater. Comb the south edge of the lake until you come across a submerged tunnel; when you resurface in the lake on the other side, you'll be at Kelolon Village.*

The Kelolons are a skittish bunch who don't like to mingle with humans much. That's why they decided to tuck their village into such a hard-to-reach location. When you first arrive, the Kelolons will inform you of a little tournament they're conducting. Even the Kelolon King, who is supposedly fantastic with White Magic, is participating. But before you can investigate any deeper, you may stumble across a minor scuffle between another human and some Kelolons. If you've been to the Pirate Fortress, you know about Sed's shipmates who have gone missing. One of them found his way into a mountain village, and the Kelolons are ready to skewer him. Note that this event will trigger only if Sed is in your battle formation.

TREASURES—KELOLON VILLAGE

A. KELOLON'S SOUL X2 (IN POT TO NORTHWEST)

B. GODLY DRAGON TEARS (IN POT IN CENTRAL ISLAND)

C. SEED (IN POT NEAR TOURNAMENT RING)

D. QUAD-ELEMENT AMULET *

* MUST HAVE TOLTEN (ROYAL SEAL)

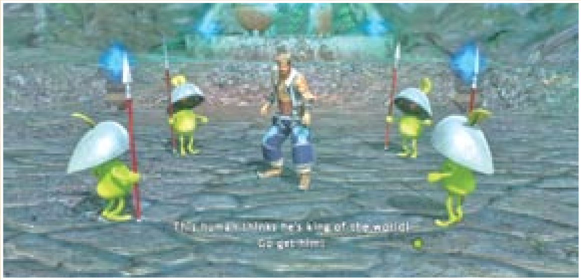
THE KELOLON SKIRMISH

The Kelolons will concentrate on Pirate Orly, who they have surrounded. You must take out the Kelolons before they take him down. The best strategy is to eliminate the Kelolons one at a time—if you try to spread out your attacks, you'll leave all the Kelolons alive, giving them more opportunities to beat up on poor Orly. Attack Kelolon D first—he casts Flare on Orly every turn, which does more damage than the rest of the Kelolons' melee attacks. You can also cast Shine on the Kelolons to spare Orly from taking too much damage; Shine will lower their accuracy (as well as deal them a little bit of damage). If Orly's HP gets too low, he'll make a break for it and you'll have to start from scratch. Once you've freed Orly, things return to normal around Kelolon Village, and you'll be able to enter the tournament, stay at the inn, or shop for really rare (and expensive) items.

ENEMY

KELOLON

HP:	3,320
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	—
	—
DROPS:	—
	—
	—
	—



SHOP DETAILS

KELOLON SHOP

ITEMS

ITEM	PRICE
HEAL FULL	1,080G
MANA PRIME	1,620G
GODDESS MEDICINE	4,050G

WEAPONS

WEAPON	POWER	PRICE
KELONGA SWORD	195	30,000G
RUNE STICK	47	32,000G

COMPONENTS

COMPONENT	USED IN RING	PRICE
POISONOUS BONES	PLAGUE ULTRA	1,000G
DRAGON SCALE	BIOHAZARD ULTRA	2,000G
ULTRA PARALYSIS FLUID	PARALYZING ULTRA	1,000G
SPENT MAGIC ENGINE	ENCLOSURE ULTRA	1,000G
MANACLES OF DESPAIR	TERROR ULTRA	1,000G
MIST OF DARKNESS	ECLIPSE ULTRA	1,000G
DEMON SCULPTURE	COMA ULTRA	1,000G
GORGON MASK	ASTEROID ULTRA	2,000G
MAGIC-SEALING VASE	INGESTION ULTRA	30G
BLOOD CLOTH CRYSTAL	FURY ULTRA	50G
JET BLACK CLOTH	BURGLAR ULTRA	180G
INVISIBILITY POTION	KING THIEF ULTRA	2,000
FLOWER OF SUSPICION	DISASTER ULTRA	60G
VAMPIRE BOTTLE	SOULSUCKER ULTRA	25G
GUARDIAN ORE	DEMOLITION ULTRA	80G
MAGIC POWER DEVICE	FORGETTING ULTRA	60G

MAGIC

SPELL	SPELL BOOK	PRICE
RESURRECT	LV8 WHITE	30,000G

KELOLON MASTERS TOURNAMENT

QUALIFYING ROUND

The tournament starts with a qualifier, where Cooke is the only participant. She can only attack, use items, and defend. In this battle royale, it's every Kelolon for itself. All five Kelolon competitors have the same stats. You'll face only two at a time—knock one out, and another will take its place. Just hit each one once to defeat it—with a high-level Kelo-Killer Ring, Cooke will do more than enough damage to beat one Kelolon per turn.

ENEMY

MELEE KELOLON

HP:	80
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	KELO-OIL
	—
DROPS:	KELO-OIL
	—
	—
	—

33
1234 P-OC
Lv4
Perfect
Status
Cooke HP 1266 MP 460

ELIMINATION ROUND

The next round is a string of four battles where Cooke once again fights on her own. She won't be able to heal between battles, so keep her health up as you progress through the competition. She will, however, shrug off any status ailments between rounds. Cooke can use all of her spells, but given the speed of her attack and the damage it does with a Kelo-Killer Ring equipped, she might not need to use them except to heal herself occasionally. If she needs to heal, it's best to use medicine such as a Healing Tank, because she'll use it before the Kelolons can attack.

FIRST ROUND

The corpulent Kelo-Kelolon will do significantly more damage than the Kelolons of your previous fight. Take him out with a couple of hard blows before he can do you serious harm. His hits will also inflict the Kelolon status ailment upon you if you're not prepared; wear the Kelolon Earrings to gain immunity.

Status
Cooke HP 1290 MP 46

ENEMY

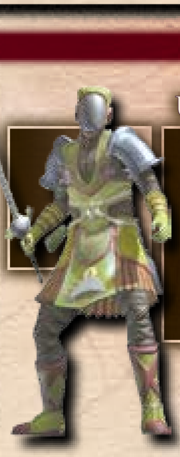
KELO-KELOLON

HP:	460
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	KELO-VITAMIN
	—
DROPS:	—
	—
	—
	—

SECOND ROUND

The suspiciously human-sized Uncle Kelolon is not a Kelolon-type enemy, so switch to a ring that has Critical Up. When his HP is low, Uncle Kelolon will call his wife, Wifeena, into battle to heal him. If you're fast enough to hit Uncle Kelolon with one more clean shot, Wifeena won't factor into the battle. If not, wear down the enemy GC by hitting Uncle Kelolon, then go after Wifeena; otherwise she'll keep healing him over and over.

ENEMIES



UNCLE KELOLON

HP:	700
TYPE:	NONE
ELEMENT:	NONE
—	—
STEALS:	KELO-VITAMIN —
DROPS:	KELO-VITAMIN — — —

WIFEENA

HP:	160
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	HEALING MEDICINE —
DROPS:	HEALING MEDICINE — — —

THIRD ROUND

ENEMY

SELF-CLAIMED LV. 99

HP:	770
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	KELOLON'S SOUL —
DROPS:	KELOLON'S SOUL — — —

The Self-Claimed Lv. 99 Kelolon is just a lot of talk. He'll do more damage than his predecessors, but not enough to be worried about; just attack continuously, heal when you need to, and victory will be yours. Self-Claimed Lv. 99's hits may cause the Darkness status ailment, but don't let that convince you to switch to attack spells—his automatic spell-countering will devastate you.

181
Status
Cooke HP 977 MP 460

FOURTH ROUND

Without Cooke knowing it, her bratty brother Mack has been climbing up the other side of the tournament ladder. Now it's time for them to face off in the finals. Mack doesn't go easy on his sister, but the fight against him is pretty scripted; just keep beating up on him until he submits. When you regain the ability to cast spells, drop Forcea on him for an easy victory.

[BOSS] KING KELOLON

Quick Tips

Suggested Party Level
42–46

Recommended Ring
Devour Ring
Forgetting Ring
Herculean Ring
Planet Ring

Recommended Skills
Absorb Magic (Talisman)
Anti-Kelolon (Kelolon Earrings)
Lucky 0 Magic Damage (Mimint Ears)
Walla (Mack)

Stats

HP:	11,340
Type:	Kelolon
Element:	Water
	—
Steals:	Kelonga Crown
	—
Drops:	Kelonga Crown
	—
	—
	—

Boss Prep

After Cooke claims victory in the Kelolon Masters Tournament, King Kelolon will attempt to take her as his wife. That just won't do, and Cooke's friends will join her in fighting him off. For his size, King Kelolon is sort of a pushover; he doesn't have a wide assortment of attacks that you have to prepare for. Just stick your most powerful attackers up front and hack away. Cooke has to be in the fight—give her the Wisdom Earrings so she can blast his majesty with Grounda or Forcea. King Kelolon's Divide spell is powerful, but you can turn it into your gain with the Absorb Magic skill.

Boss Tactics

King Kelolon has only one effective attack, but it's a whopper. He'll unleash the White Magic spell Divide (probably the coolest-looking spell in the game) on you every once in a while. It'll do much more damage to the front line than it will the back; do what you can to keep your GC high and protect your back row. Take advantage of King Kelolon being a Water elemental by hammering him with Grounda. He loves to cast Coverus to buy himself a few damage-free rounds. Keep hitting him with physical attacks to whittle down Coverus' effect, then resume the magic barrage once Coverus wears off.

ACHIEVEMENT

POST-MORTEM

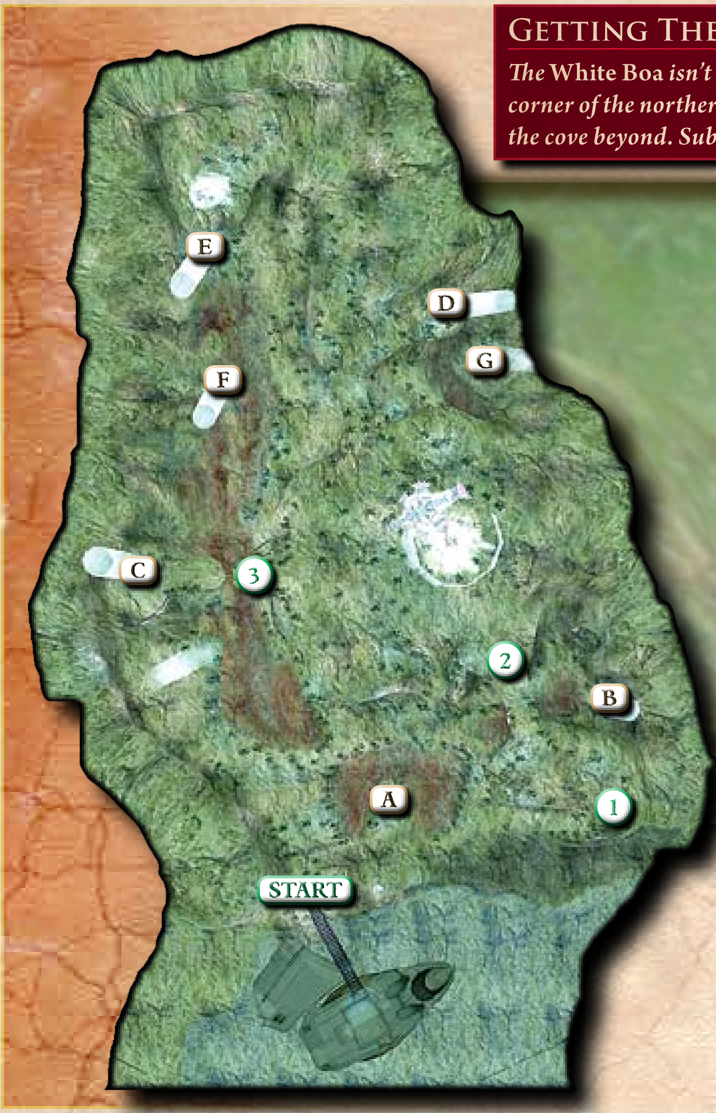
Once King Kelolon concedes victory, you'll earn an achievement and he'll reluctantly hand over *Divide*, which will be great for Cooke as soon as she gains the Level 8 White Magic skill. You'll also get the *Kelonga Crown*, which she'll benefit from right away—it bears the MP Max Up 4 skill.

After you defeat King Kelolon, you can play a little logic puzzle. Speak to the Kelolon in front of the ring of 10 torches, and he'll ask you for help in getting them all lit. The trick is, every time you light a torch, the torches on each side of it light up as well. If you light a torch adjacent to one that's already lit, it will extinguish, and vice versa. There are a lot of ways to solve this classic puzzle; the best strategy is to aim for having only one torch lit. Then light the remaining nine in groups of three. Once you've solved the puzzle, speak to the Kelolon again to receive your reward: 17 *Iron Balls of Ruin*.

FORGOTTEN CAVE

GETTING THERE

The White Boa *isn't quite powerful enough to punch through the ice in the northwest corner of the northern continent, but it can get close enough to discharge the* Nautilus *in the cove beyond. Submerge the* Nautilus *and look for the cave entrance.*



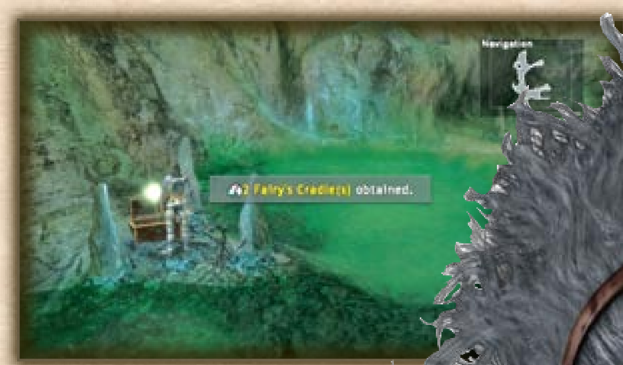
A. Perpetual Darkness x2
B. Ancient Statue x3
C. Forbidden Explosives x6
D. Ruin Mask x6
E. Death Powder x5
F. Fairy's Cradle x2
G. Angel Guard*

* Treasure-hunting clue required

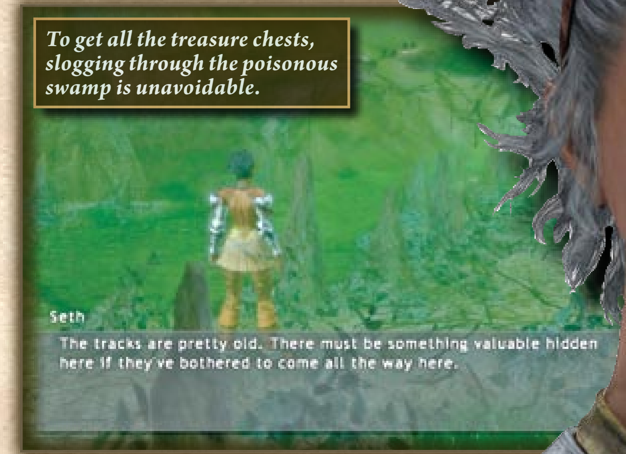
Seth recognizes the Forgotten Cave as the place she hid in the frequent times she was on the lam during her pirating days. The dank and hostile grotto is home to toxic swamps that slowly drain HP away from your entire party. The foul air in the cave prevents the use of any healing items—you'll have to rely on spells to recover health, and skills like Auto MP Recovery and Relax to recover MP during battle.

Several treasure chests in the Forgotten Cave contain rare ring components, but you can also steal a lot of valuable ring components from the monsters roaming the cave. Shortly after you set foot into the cave, you'll discover a treasure-hunting clue.

A new resident has moved in, and isn't all that excited about Seth's homecoming. Hug the right wall until you ascend a small incline at point 1, then walk forward to meet the Cave Worm at point 2—the monster will attack as you approach. After you beat him, you can jump across to chest D at point 3.



2 Fairy's Cradle(s) obtained.



To get all the treasure chests, slogging through the poisonous swamp is unavoidable.

Seth

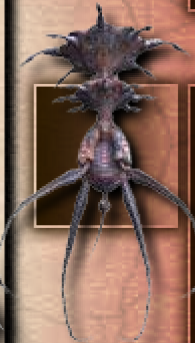
The tracks are pretty old. There must be something valuable hidden here if they've bothered to come all the way here.

ENEMIES

BLOODY BAT

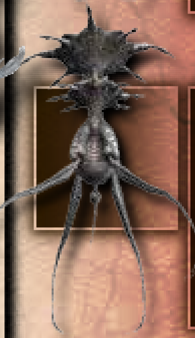
HP:	900
TYPE:	AERIAL
ELEMENT:	WIND
—	—
STEALS:	BLOOD CLOTH CRYSTAL
	CAPE OF ILLUSIONS
DROPS:	LIVING BRASS
	—
	—
	—

RED WILBER



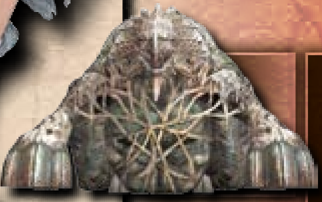
HP:	1,280
TYPE:	AERIAL
ELEMENT:	FIRE
—	—
STEALS:	MIST OF DARKNESS
	PERPETUAL DARKNESS
DROPS:	DARK FLAME
	PERPETUAL DARKNESS
	PARALYZING THORN
	LIVING BRASS

WHITE WILBER



HP:	1,280
TYPE:	AERIAL
ELEMENT:	WATER
—	—
STEALS:	GIANT FEELER
	INVISIBILITY POTION
DROPS:	BUG'S STOMACH
	BLACK MONSTER BUG OIL
	NECROSIS MOLD
	LIVING BRASS

ROTTEN DRAGON



HP:	5,680
TYPE:	ORGANIC
ELEMENT:	EARTH
—	—
STEALS:	DRAGON SCALE
	DECAYING PARTICLE
DROPS:	DRAGON SCALE
	BYPRODUCT X
	DECAYING PARTICLE
	GRAVESTONE OF FEAR

[BOSS] CAVE WORM

Quick Tips

Suggested Party Level
42–47

Recommended Ring
Lucent Dragon Ring
Soulsucker Ring
Creature Ring
Monster Ring

Recommended Skills
Persistence (Tolten)
Auto MP Recovery (Crystal Fragment)
Break Hit (Tolten)
Lv2+ Composite Magic (various records)
Absorb Attack (Amulet)
Absorb Magic (Talisman)

Stats

HP:	10,180
Type:	Organic
Element:	None
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Boss Prep

You have to use Seth in this battle, but since the Cave Worm has incredibly high physical defense, you'll want most of your party to be magic-users. The one good physical attack is Tolten's Break Hit skill, which can penetrate the worm's defenses. But Tolten won't be as useful as an immortal who knows the same skill, since the immortals can revive themselves after they perish (and will return without status ailments, an important factor when facing the Cave Worm with low-level characters). You can't use items in this battle, so you'll have to rely on skills and spells to recover your HP and MP.

Boss Tactics

The Cave Worm relies on four basic moves. It casts Stench, which inflicts an array of status ailments against your party. Since everyone gets something different, the Composite Magic All-Cure spell is the best remedy—make sure multiple characters can cast it in case one is incapacitated. The worm can also perform Complete Defense, which makes it invulnerable to damage for a couple of turns—use those two rounds to heal and boost your characters. The Cave Worm will occasionally do a move called Triple Attack, striking three times in a row against any combination of allies. The move you have to really watch out for is Earth Shake, which damages the whole party significantly. If your GC is up, it won't be that harsh on the back line, but if you let your GC drop, your magic users will drop with it.

Achievement

Post-Mortem

For defeating the Cave Worm, you'll get an achievement and three great items: the *Gravity Rave* (a sword for Seth), a *Gravity Ring*, and *Aneira's Plume*, which absorbs Wind Element damage. With the Gravity Rave, Seth is a monster. The Gravity Ring is a good choice for Tolten—the HP Absorb makes up for his defensive deficiencies, and the MP Absorb lets him continue to use his great skill attacks.

Be sure to get the treasure-hunting item Angel Guard before you leave; it grants immunity against all status ailments, making it one of the most valuable accessories in the game.

SNOWFIELDS OF THE NORTHERN LAND

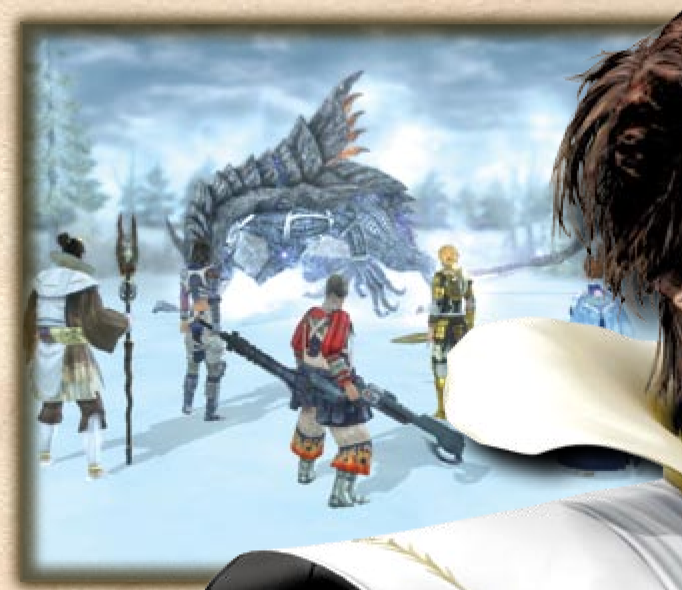
GETTING THERE

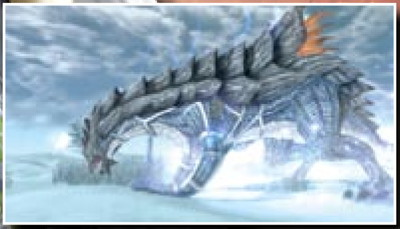
The snowfields are at the northwestern tip of the northwestern continent. Ram through the ice with the White Boa *to reach them.*

Far up in the arctic regions of Uhra there is rumored to be a spell of epic capabilities. Jansen has heard the rumors of Leveler, and when the party arrives at the Snowfields of the Northern Land, everything clicks—the wind, the magic in the air; he knows they're in the right place.

The snowfield is an endless loop of drifting snow, with powerful gusts blowing from all directions. If you didn't know where you were going, you could wander around forever. The trick to navigating the snowfields is to watch the particles of magic floating on the wind—they'll lead you to the spell (and its guardian) if you run in the direction they're coming from. Unfortunately, the same particles that show you the way also drain your magic energy—your party's MP will drain gradually as you plod through the drifts. Hold down the X button to run, sparing precious time in the elements. The pattern is random, so if you get defeated by the Blue Dragon and have to start over, don't rely on memory.

Once you get to your destination, you won't have any time to prepare for the battle—heal frequently after random battles as you proceed to the Blue Dragon so you don't get left in the cold.

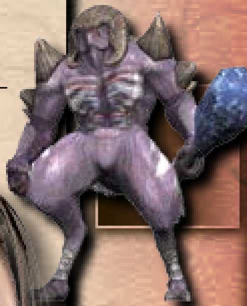




ENEMIES

SNOWI

HP:	1,000
TYPE:	ORGANIC
ELEMENT:	WATER
—	—
STEALS:	MAGIC-SEALING VASE
	STAR ABSORBER
DROPS:	MAGIC-STORING STONE
	STAR ABSORBER
	—
	—



YETI

HP:	2,790
TYPE:	BEAST
ELEMENT:	EARTH
—	—
STEALS:	MANACLES OF DESPAIR
	DEATH POWDER
DROPS:	IRON BALL OF RUIN
	GRAVESTONE OF FEAR
	ADAMANTINE ORE
	SEALING STONE

BELA

HP:	1,660
TYPE:	AERIAL
ELEMENT:	FIRE
—	—
STEALS:	PHOENIX TAIL
	VAMPIRE BOTTLE
DROPS:	WYVERN'S SHARP CLAW
	DRAINING STONE
	ADAMANTINE ORE
	ANCIENT STATUE

[Boss] Blue Dragon

Quick Tips

Suggested Party Level
43–48

Recommended Ring
Monster Ring
Fury Ring
Spartan Ring
Aneira Ring

Recommended Skills
Ailment Resistance (Angel Guard)
Anti-Curse (Curse Blocker)
Absorb Magic (Talisman)
Magic Seal (Sed)
Persistence (Tolten)
Complete Defense (Tolten)

Stats

HP:	9,350
Type:	Organic
Element:	None
—	—
Steals:	—
	—
Drops:	Blue Dragon Eye
	—
	—
	—

Boss Prep

Fighting the Blue Dragon is mostly prep work—things go pretty smoothly in battle if you're set up correctly. You'll want to equip as many magic-prevention skills and accessories as you can get your hands on—the Blue Dragon does all of his nasty work via the dark arts. There is one exception—the Blue Dragon will absorb all elemental attacks, so deactivate Spell Counter so you don't inadvertently recover enemy HP. Also, remove any rings that have elemental enhancements—stick with Bio Killer or straight damage-dealers.

Jansen must be in this fight, and Tolten makes a good front-line fighter because of his powerful skill attacks. The Anti-Curse or Ailment Resistance skill is a must, as the Blue Dragon's All-Curse will drop all kinds of status ailments on you.

Boss Tactics

The Blue Dragon has what feels like an endless string of devastating spells. Fortunately, Leveler hits only one of your party members at a time. If you know Persistence, you'll be able to avoid getting K.O.'d. Death, which knocks out a player instantly, is much more dangerous, as is Prismus, which will severely damage the whole party. The worst comes when the Blue Dragon casts back-to-back spells. You'll know he's about to do it when there's a 1 on his action-order icon; that means he'll cast consecutive spells during the next turn—any character who can make himself immune with Tolten's Complete Defense skill should do so. With so many deadly spells, you'll never regret using Sed's Magic Seal skill.

Don't try to use any elemental attacks—the Blue Dragon will absorb every last one of them. Jansen and any other spellcasters should cast Forcea or Gamble only. Also, pay attention to the dragon's HP—it has the skill Crisis Attack Boost, meaning it'll become even stronger when its HP gets low.

Break Hit
2428

POST-MORTEM

After you defeat the Blue Dragon you'll earn an achievement, the *Leveler* spell, and the *Blue Dragon Eye* (with the Absorb Water skill). The wind will stop blowing and sapping your MP, but the snowfield doesn't hold any more secrets, so press down on the right stick to return to the world map. Leveler is an extraordinarily powerful spell, but it takes a good while to cast, and requires Lv8 Black Magic.

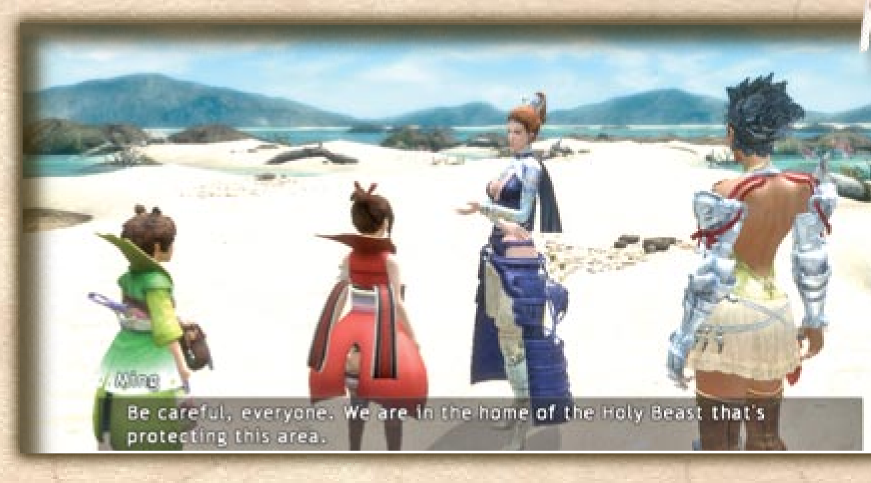
NUMARA ATOLL

GETTING THERE

If you haven't been here before, warp to the landing point at Numara Bay and sail to the northwest with the Nautilus.

Before heading to Numara Atoll, there's one place you need to go, and it's not far. Head downstairs in the *White Boa* to Ming's chamber on the Guest Area level (where Jansen abducted her a while back). You'll find Ming's Harp, a musical instrument that just so happens to lure the Holy Beast out into the open at Numara Atoll.

If you came upon Numara Atoll previously, you probably found an empty beach with a few items and a handful of pumped-up Silver Kelolons and Hell Shakers. But now that you have the harp, you can head straight to the rocky outcropping to meet the Holy Beast. Evidently Ming's memory has not returned fully, as her recollections of the Holy Beast being a gentle creature are a little off-base.



Ming

Be careful, everyone. We are in the home of the Holy Beast that's protecting this area.

ENEMIES

SILVER KELOLON

HP:	980
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	MANA HERB
	—
DROPS:	RAINBOW CORAL GLACIAL ICE — —

HELL SHAKER

HP:	9,120
TYPE:	NONE
ELEMENT:	WATER
—	—
STEALS:	HEALING HERB
	—
DROPS:	BEAT STONE IRON BALL OF RUIN — —

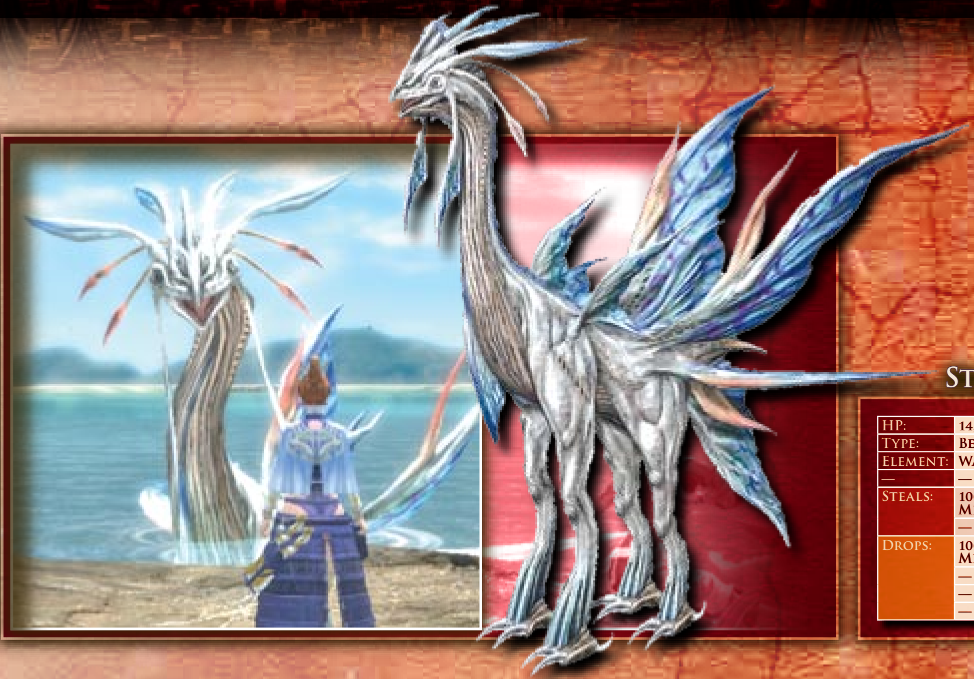
[BOSS] HOLY BEAST

Quick Tips

Suggested Party Level
- 43–48

Recommended Ring
- Dragon Ring
- Meteorite Ring
- Spartan Ring

Recommended Skills
- Persistence (Tolten)
- Absorb Magic (Talisman)
- Lv4 Black Magic (Sorcerer Earrings)
- Anti-Sleep (Alarm Clock)
- Lucky 0 Magic Damage (Mimint Ear)
- Break Hit (Tolten)
- Absorb Water (Blue Dragon Eye)



Stats

HP:	14,020
Type:	Beast
Element:	Water
—	—
Steals:	1000 Year Memories
	—
Drops:	1000 Year Memories
	—
	—
	—

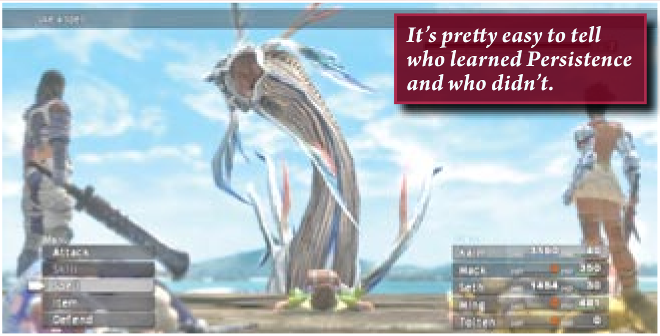
Boss Prep

The Holy Beast is essentially immune to regular attacks, and casts Aqua Mine on itself to discourage them even further (however, an attacker with the Absorb Water skill or the Blue Dragon Eye accessory can absorb the Aqua Mine damage as healing). Your attackers should use Tolten's Break Hit skill exclusively while a back line of Jansen, Sarah, and Ming pelts the Holy Beast with powerful spells. Mack is a good choice for a front-line fighter; he can cast boost spells like Mindus and use Walla to protect your mages. The Holy Beast uses elemental spells exclusively, but doesn't have a favorite element, so use whatever elemental-absorption skills you've got.

Boss Tactics

All-Barricade will take a little of the sting away from the Holy Beast's flurry of elemental attacks, but the best defense is a flurry of Forceus and Grounda spells, which can end the battle before it can spiral out of control. When the Holy Beast's HP starts getting low, brace yourself—it may cast the Hopelessness spell, which will deal 9,999 points of damage to everyone. The only way to survive it is to have the Persistence skill equipped, and even then you're not out of the woods. The Holy Beast might follow up with another move to wipe out the party on the next turn. When its head starts to loll from side to side, kill it as quickly as possible to outrun your impending death!

Grounda
959
DAMAGE UP
Kaim
Tolten
Seth
Ming
Jansen



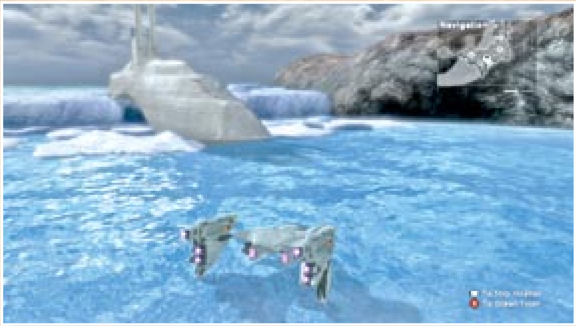
It's pretty easy to tell who learned Persistence and who didn't.

POST-MORTEM

In addition to a hard-earned achievement, you'll win the *1000 Year Memories* accessory, which contains Slot +10, easily the best skill in the game. If you haven't already done so, you can also pick up the *Bronze Spirit Band* from the treasure chest in the far-left corner of the Atoll, and the Spirit Magic spell *Regenerate* in the far-right corner.

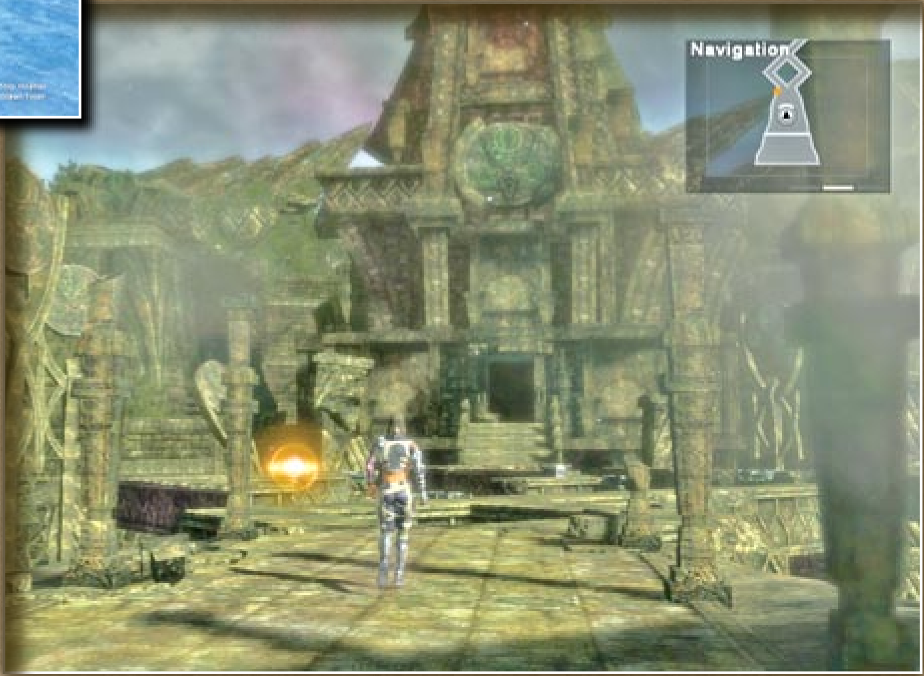
You can visit the Holy Beast whenever you like after the battle's over. He won't do anything for you, but at least he seems nice.

TEMPLE OF ENLIGHTENMENT



GETTING THERE

Like in Kelolon Village, you'll have to locate a submerged tunnel that leads to a mountain lake. Break through the ice along the southern coast of the southeastern continent (the home of the Great Ancient Ruins) then dive with the Nautilus *to reach the passage to the Temple.*

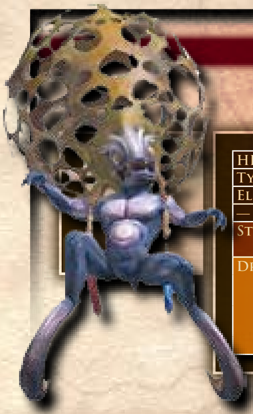


Deep within the jungles of the Eastern lands, the Temple of Enlightenment stands as a relic of a great civilization long departed. When your party stumbles upon it, it is young Mack, who carries the spirit of the Eastern Tribe in his soul, who feels the magic of the temple beckoning him.

Long left to ruin by the Eastern Tribes of old, the Temple of Enlightenment has become a haven for some of the nastiest monsters in the world. It's best to save this temple for last, not only because you'll need your party to be strong, but also because you'll want to have collected all the weapons and spells from earlier dungeons before tackling this one. Certain skills are particularly important—be sure to have your immortals learn Nullify All Elements and Ailment Resistance. Mack is a necessary character for the boss fight—keep him in your party so he can gain a few levels before you encounter the boss.

The temple not only features the most difficult battles; it's also the trickiest to navigate, with scores of shifting platforms and small pads that work as elevators. You might spend a good deal of time going in circles, so stock up on regenerative supplies.

ENEMIES



BABALLOON

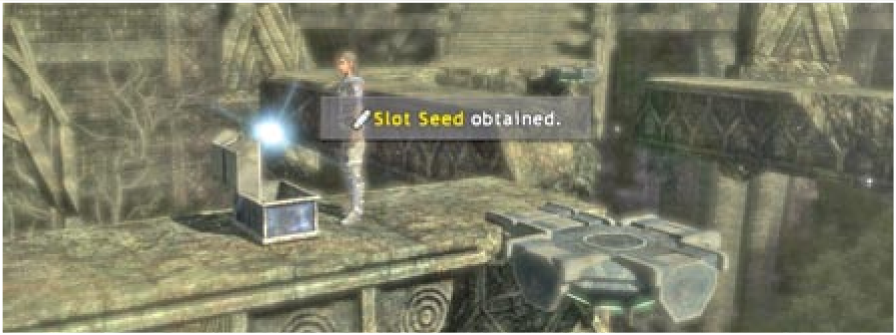
HP:	7,200
TYPE:	NONE
ELEMENT:	FIRE
—	—
STEALS:	DRAINING STONE DEATH POWDER
DROPS:	PURGATORY ORE DARK DEMON NOTE FORBIDDEN EXPLOSIVE —

BLACK KELOLON

HP:	16,520
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	DEATH POWDER KELOLON HEART
DROPS:	ADAMANTINE ORE KELOLON'S SOUL GLACIAL ICE —

TEMPLE OF ENLIGHTENMENT (ENTRANCE)

Before heading into the temple, be sure to use the platforms to double back to the treasure chest in the middle of the area so you can pick up another valuable Slot Seed.



Slot Seed obtained.

TREASURES

A. SLOT SEED—RIDE THE PLATFORMS TO THE MIDDLE OF THE AREA

B. JEWELS OF WISDOM X6—RIDE THE PLATFORMS TO THE FAR RIGHT

SQUARE OF ETERNITY

The Square of Eternity will introduce you to switches on red blocks that move large rows of blue blocks to allow you to reach new areas. Many times, these rows of blocks will have more than two set positions—you can't hit the switch once, then hit it again and expect it to go back to its original position.

In this first area, your goal is to make it to the northern rim of the upper level, which has doors on either side. The path there is quite simple, but if you choose to explore the area for treasure first, be careful about one thing: if you made your way toward the Forbidden Explosives treasure chest on the lower level by pressing the switch west of the entrance, hit the switch two more times afterward so that you leave the platforms in an upward (vertical) posture. They'll need to be in that position for later in the level. (Our instructions assume that you'll ignore the treasures for now; getting to the boss is hard enough, so you may want to save the treasure hunting for later.)

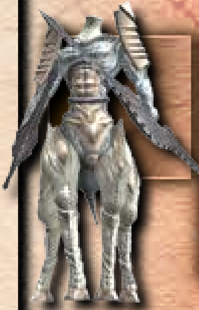
To reach your first destination, the Precipice of Hopelessness, you don't need to move any platforms. From the entrance to the Square of Eternity, head left and take the left elevator pad up, then follow the path left to a descending pad. (The descending pad on the path to the right will take you to a treasure chest containing six Spent Magic Engines. From there you can ride another pad to a treasure chest that holds a Gravestone of Fear.) Follow the walkway to a wide area and take another elevator pad upward, then head toward the huge green door on the left.

ENEMIES

HELLISH KELOLON

HP:	22,190
TYPE:	KELOLON
ELEMENT:	WATER
—	—
STEALS:	DEATH POWDER
	KELOLON HEART
DROPS:	ADAMANTINE ORE
	KELOLON'S SOUL
	GLACIAL ICE
	—

GIGANTES



HP:	6,900
TYPE:	SPIRIT MAGIC
ELEMENT:	EARTH
—	—
STEALS:	BEAT STONE
	DEATH POWDER
DROPS:	IRON BALL OF RUIN
	LIVING BRASS
	POWER REACTOR
	ADAMANTINE ORE

SAVAGE BAT

HP:	4,080
TYPE:	AERIAL
ELEMENT:	WIND
—	—
STEALS:	MANA BOTTLE
	WYVERN'S SHARP CLAW
DROPS:	WYVERN'S SHARP CLAW
	—
	—
	—

FIRE FLY

HP:	4,080
TYPE:	AERIAL
ELEMENT:	FIRE
—	—
STEALS:	MANA BOTTLE
	BLACK MONSTER BUG OIL
DROPS:	BLACK MONSTER BUG OIL
	—
	—
	—

FIRE ELEMENTAL

HP:	9,640
TYPE:	AERIAL
ELEMENT:	FIRE
—	—
STEALS:	PURGATORY ORE
	NECROSIS MOLD
DROPS:	POISONOUS BONES
	POISON OIL
	TOXIN BUTTERFLY SCALES
	NECROSIS MOLD

Treasures

A. Forbidden Explosives x6—Activate the switch on the left twice and ride the elevator pad down to a chest

B. Spent Magic Engine x6—Lower-left corner

C. Gravestone of Fear—Lower-left corner

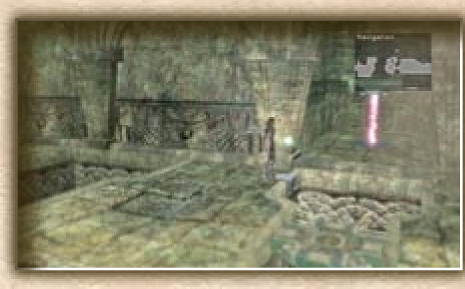
D. Slot Seed—In the treasure chest that you can see in front of you as you walk into the area. Head to the left, then go up and to the right, then descend to the original level and hit a switch to swing the platform to it.

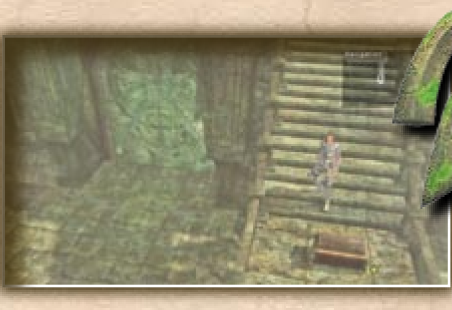
E. Sealing Stone x3—Same direction as the Slot Seed—on the right near the wall

F. 10,000G—Treasure chest on the bottom level near the right corner

The Precipice of Hopelessness (Lower Area)

Once you're outside, ride the elevator pad up and step off to the left. Walk over to the gray tile and switch on the platform in the recessed part of the wall. You won't be able to do anything more with it now; it creates a walkway higher up for later on. Return to the lower level and continue west to the stairs that lead to the Corridor of Timelessness.



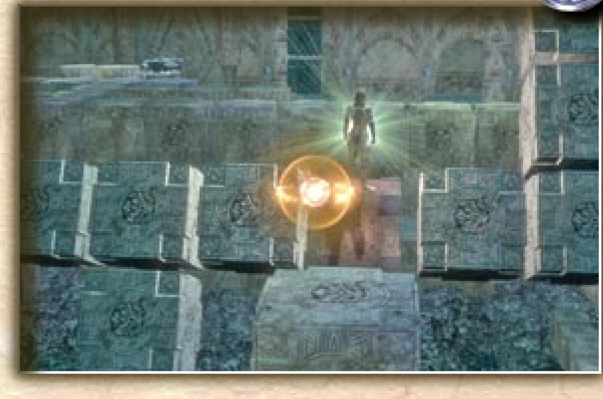


Treasures

A. Death Powder x5—Take the elevator pad up, then step off it to the right and go down the short staircase to the treasure chest.

The Corridor of Timelessness, Part 1

You don't have to spend much time in here right now; walk to the save spot and use the switch to reach it, then continue east to a staircase and onward to the next outdoor area, the Valley of Loneliness. Don't worry about hunting down the items here at this point; you'll be spending *plenty* of time in this area very soon.



Enemies

Water Elemental

HP:	9,640
Type:	Aerial
Element:	Water
—	—
Steals:	Glacial Ice
	Sealing Stone
Drops:	Spent Magic Engine
	Magic-Sealing Feather
	Seal Cross
	Sealing Stone

Wind Elemental

HP:	9,640
Type:	Aerial
Element:	Wind
—	—
Steals:	Fujin Drum
	Fairy's Cradle
Drops:	Demon Sculpture
	Sandman's Seal
	Nightmare Seal
	Fairy's Cradle

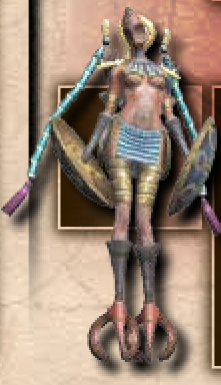
Earth Elemental

HP:	9,640
Type:	Aerial
Element:	Earth
—	—
Steals:	Mother Nature's Spirit
	Ancient Statue
Drops:	Gorgon Mask
	Living Gypsum
	Stone Beast's Fang
	Ancient Statue

Rarement

HP:	20,120
Type:	Spirit Magic
Element:	None
—	—
Steals:	Pandora's Box
	Cape of Illusions
Drops:	Pandora's Box
	Ruin Mask
	Forbidden Explosive
	—

Baddy



HP:	6,900
Type:	Spirit Magic
Element:	Earth
—	—
Steals:	Ultra Paralysis Fluid
	Paralyzing Thorn
Drops:	Roaring Iron Claw
	Paralyzing Thorn
	Sealing Stone
	Mother Nature's Spirit

TREASURES

A. ORICHALCUM — SEE THE SIDEBAR "FORGING WITH ORICHALCUM"

B. STAR ABSORBER X3 — RIDE THE ELEVATOR PAD NORTH OF THE SAVE LOCATION, THEN ACTIVATE THE BLOCK SWITCH. RIDE THE ELEVATOR PAD BEHIND THE SWITCH UP TO THE TREASURE CHEST.

C. ANGEL GUARD (AILMENT RESISTANCE) — BEFORE HEADING OUT TO THE VALLEY OF LONELINESS (UPPER AREA), GO NORTH THROUGH THE SIDE HALLWAY TO FIND THE TREASURE CHEST.

D. CAPE OF ILLUSION X6 — BEFORE HEADING OUT TO THE PRECIPICE OF HOPELESSNESS (UPPER AREA), CONTINUE PAST THE DOOR TO FIND THE TREASURE CHEST IN AN ALCOVE.

E. GODLY DRAGON TEARS — HEAD PAST THE ENTRANCE TO THE NEXT AREA AND CLIMB THE SHORT STAIRCASE TO THE TREASURE CHEST.

ENEMIES

WHITE BEAST

HP:	20,840
TYPE:	BEAST
ELEMENT:	WATER
—	—
STEALS:	BEAST KING'S CLAW
	REPLICA STAFF
DROPS:	LIVING BRASS
	UNICORN'S HORN
	FORBIDDEN EXPLOSIVE
	—

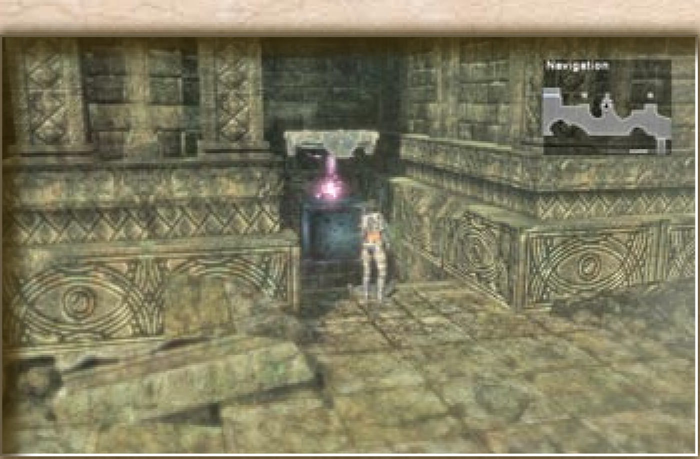
GATE KEEPER

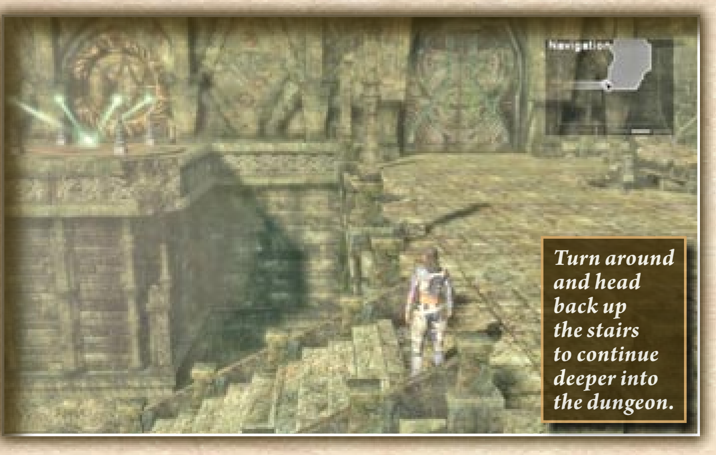
HP:	6,900
TYPE:	SPIRIT MAGIC
ELEMENT:	NONE
—	—
STEALS:	BRASS KEY
	CAPE OF ILLUSION
DROPS:	ROUND SPIRIT STONE
	PARALYZING THORN
	SEALING STONE
	PURGATORY ORE

THE VALLEY OF LONELINESS (LOWER AREA)

You'll appear back outside in an area called the Valley of Loneliness near a large staircase. Head down it and walk up to the nooks in the wall. Notice the gray tiles on the floor—step in front of each to activate the adjacent platform. Again, you won't be able to ride these platforms; they create walkways above for later on. You'll also notice that one of the switches turns on the power to a pad, but the pad isn't there—you'll take care of that later.

After you've activated all three platforms, continue through the door to the left to return to the Square of Eternity; this might be a good time to leave the temple and return to the shopkeeper on the *White Boa* to stock up on supplies. Don't worry; when you return, everything will be exactly as you left it. If you're ready to proceed, go back up the stairs the way you came and return to the Corridor of Timelessness.



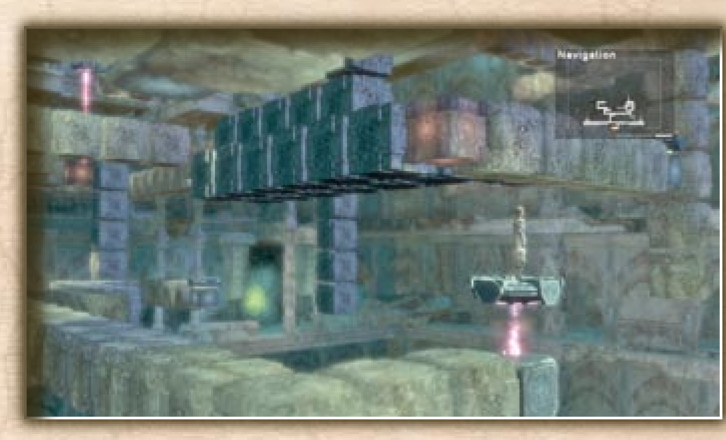


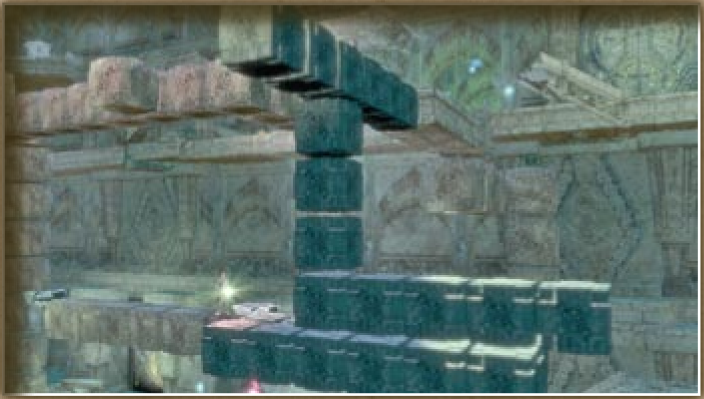
Turn around and head back up the stairs to continue deeper into the dungeon.

THE CORRIDOR OF TIMELESSNESS, PART 2

Things get much trickier now. You've been to the lower levels of both the Precipice of Hopelessness and the Valley of Loneliness; your goal now is to get back outside to the *upper* levels of the two areas. The Corridor of Timelessness is much more complicated than the Square of Eternity. The best way to navigate this section is to remember what route you took starting from the save location; it's a good centrally located landmark to help you keep your bearings.

It's easiest to go to the upper area of the Valley of Hopelessness first. To reach the door in the southeast part of the chamber, ride the elevator pad northeast of the save location, then activate the block switch so that it swings toward the south. Then take the elevator pad in the north and proceed to the door on the right.





TO THE VALLEY OF LONELINESS (UPPER AREA)

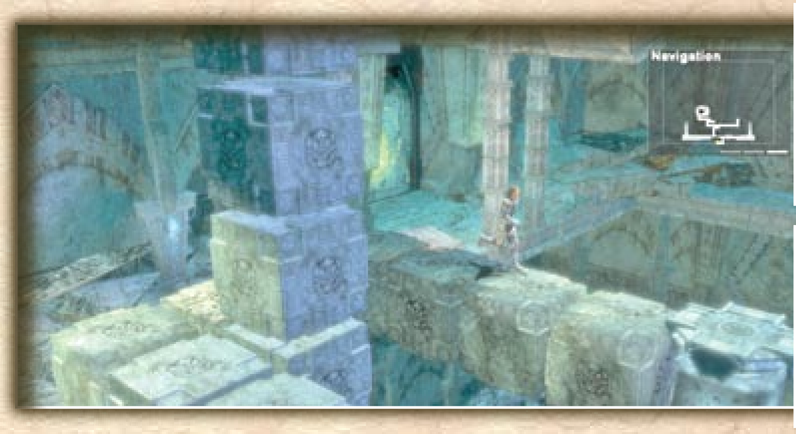
Your goal in this area is to snag the Jasper of Loneliness, one of the two items necessary to make it into the boss's chamber. First, walk to the far east of the ledge and ram the elevator pad off its precarious perch. Then go back toward the door and climb down the ladder across from it. If you remembered to hit all the gray switches below, you should be able to walk across the stationary elevator pads and pick up the Jasper of Loneliness. Before you climb back up the ladder, be sure to get the Magical Lock Key down the nearby staircase next to the ladder; with it you can access more-difficult challenges in the Backyard. Now head back into the Corridor of Hopelessness. As you return to the save location, activate the one block switch you hit on the way out—you'll need it in its original position to continue.

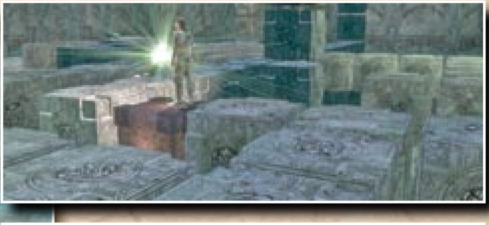
ITEM

A. MAGICAL LOCK KEY—CLIMB DOWN THE LADDER, THEN HEAD DOWN THE STAIRCASE TO THE TREASURE CHEST.

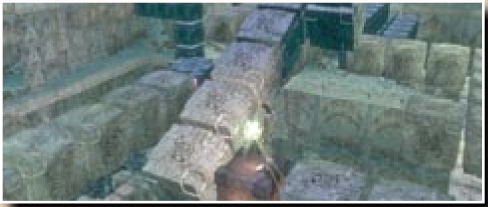
TO THE PRECIPICE OF HOPELESSNESS (UPPER AREA)

Head to the elevator pad northwest of the save location and take it to the upper level (you'll need to walk around the pillar to reach the pad). Walk through the beam of energy that's suspending an elevator pad above you. Hit the nearby block switch once so that the adjacent blocks create a walkway to the right. Make your way to another elevator pad to the northeast. Before stepping on it, however, be sure to hit the block switch that's only a few steps away (blocking the path you just came from). Now ascend via the elevator pad, and walk to the elevator pad you crossed under previously. Ride it down, then hit the nearby block switch to move the blue blocks into a third, higher position. Step back onto the elevator pad you just rode, and ride it up to the entrance of the Precipice of Hopelessness, which will be just to your left.



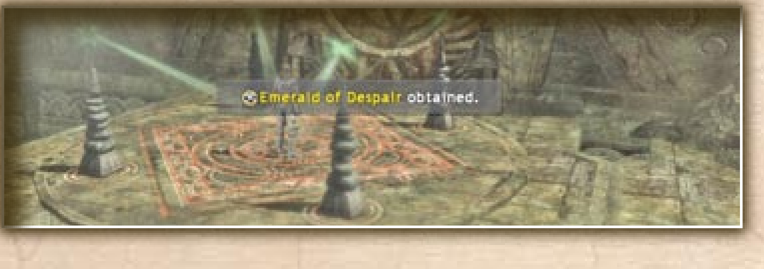


The first time you come to this switch, create a path heading right.



The next time, raise the blocks to a vertical position.

Hopefully you activated the elevator pad we pointed out earlier—it's the only obstacle between you and the Emerald of Despair, the other item you'll need to unlock the boss's chamber. If so, you can reach the ladder that takes you to the jewel below. There aren't any items to pick up out here, so you're ready to proceed to the boss.

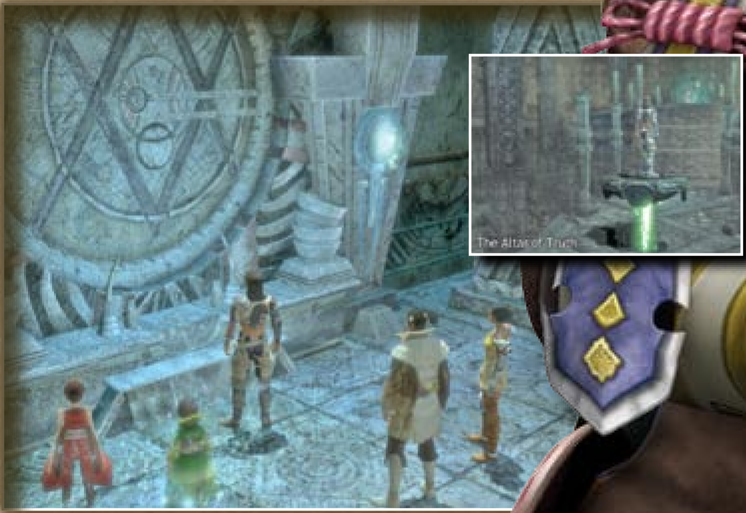


Emerald of Despair obtained.

THE CORRIDOR OF TIMELESSNESS, PART 3

Getting to the boss is a piece of cake from here, but be sure to save first. Now that you can ride the descending elevator pad on the west side of the Corridor of Timelessness, getting down to the save location is much easier. Just descend, activate the block switch twice, and ride the descending elevator to the north down to the save spot.

After saving, retrace your steps toward the door to the Precipice of Hopelessness, but this time take the ascending elevator pad to the highest level of the map. From there you can easily make your way around the perimeter of the chamber to the altar where you must place the two jewels. An elevator pad will rise in the middle of a platform behind the altar—walk toward it and hit the block switch to reach the platform. Step on the pad to descend deep into to the Altar of Truth, where the Legendary Spirit Sorcerer Fu awaits.



The Altar of Truth

[BOSS] LEGENDARY SPIRIT SORCERER FU

Quick Tips

Suggested Party Level
60–75

Recommended Ring
Gravity Ring
Sorcerer Ring
Aneira Ring
Soulsucker Ring
Demon King Ring

Recommended Skills
Persistence (Tolten)
Absorb Magic (Talisman)
Absorb Attack (Amulet)
Freeform (General's Pen)
Magic Defense Boost 2 (Elfin Charm)
Mental Stability 1 (Learn from Cooke)
Lucky 0 Magic Damage (Mimint Ear)
Auto Barrier (Royal Emblem)
Auto Shield (Golden Gauntlet)
Auto HP Recovery (White Charm)

Stats

Legendary Spirit Sorcerer Fu

HP:	22,400
Type:	Spirit Magic
Element:	Earth
—	—
Steals:	Slot Seed
	—
Drops:	Slot Seed
	—
	—
	—

Obsidian Miasma

HP:	16,800
Type:	Spirit Magic
Element:	None
—	—
Steals:	—
	—
Drops:	New Backyard Journal
	—
	—
	—

Reverse Soul

HP:	22,400
Type:	Spirit Magic
Element:	Wind
—	—
Steals:	—
	—
Drops:	—
	—
	—
	—

Boss Prep

Mack must be in the active party; fill the rest of your ranks with immortals. Every immortal should know Absorb Attack and Freeform, as well as every skill that can protect against non-elemental magic, particularly Absorb Magic. Fu can dispel your All-Barricadus and All-Shield spells, so equip Auto Barrier and Auto Shield to give your team some protection he can't quash. In the later stages of the battle, you must be able to inflict a *lot* of damage in a short amount of time. The Sorcerer Ring and other Spirit Killer rings will help take Fu out, while rings that absorb HP will help keep your fighters alive.

Boss Tactics

Legendary Spirit Sorcerer Fu has only a small set of moves that he'll use throughout the battle, but in combination they can be brutal. In addition to a basic strike, he'll unleash Three Waves, an attack that deals massive physical damage against any combination of allies, including twice or all three times against the same ally. Fu has a collection of effective stat-changing moves—All-Rise will boost his and his fellow enemies' stats, while All-Fall will lower your entire party's stats. Don't bother trying to boost your stats to compensate—he'll cast Delete-All to wipe them all away. He'll also cast Shuffle, which jumbles the positions of your party—it's easy to defend against for immortals who know the Freeform skill, and Mack can be effective from both the front and back row.

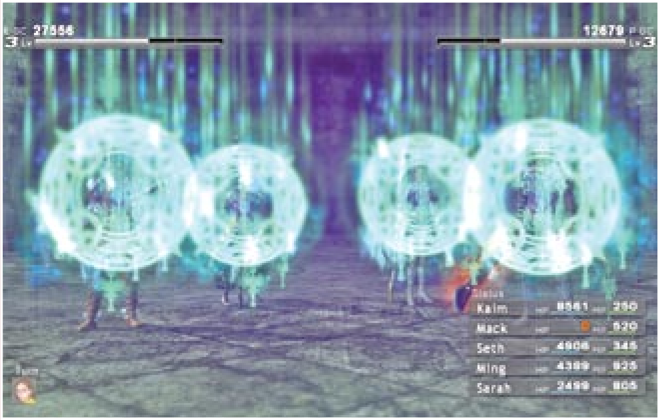
CONTINUED

Continued

Boss Tactics

All of these attacks are only table-setters for Fu's uber-attack, Halberd of the Heavens. Fu will launch himself into the air, then crash into your party with all his might. This is where the Absorb Magic skill comes into play—without it, Fu could wipe out your entire party in an instant; with it, you stand a good chance of getting wiped out in an instant. Frankly, Mack doesn't stand much of a chance to stay alive for long with these odds—you might have to do most of the battle without his services. If you do try to keep him fresh, use Goddess Medicine to revive him—it's faster than casting Revive, and it restores more HP than an Angel's Plume.

The fight against Sorcerer Fu comes in several stages. He'll begin the battle by summoning an Obsidian Miasma, the same character that took spiritual possession of Mack in the Crimson Forest. The Miasma will perform Obsidian Sigh, which hits an entire row at once; it's not particularly damaging, but if he aims for the front row you might want to have Mack use his Walla skill to regain the lost GC right away. Once you've defeated the Obsidian Miasma, Sorcerer Fu won't miss a beat. He'll summon two apparitions called Reverse Souls. The Reverse Souls don't have much in the way of attacks, but when they get low on HP (or when Sorcerer Fu does) they will cast Sacrifice Self, a spell that destroys the caster but heals Fu *and* creates a new Reverse Soul. It takes two turns for the Reverse Soul to cast Sacrifice Self; you must be able to do enough damage in that time to knock out the Reverse Soul before it can get the spell off. Concentrate all of your attacks on just one Reverse Soul at a time, and don't even bother to attack Fu while the Reverse Souls are in the field, as they'll just heal him right away. You seldom have to rely on getting Perfect ring hits, but this is one of those times—you'll need to do all the damage you can eke out each round.



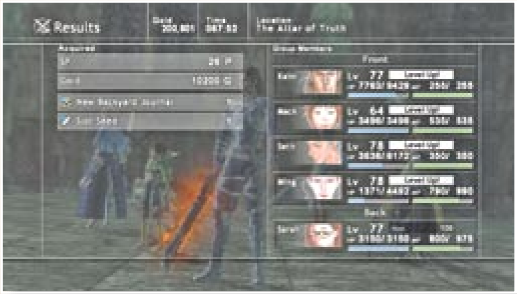
After you've dealt with the Reverse Souls, you can go directly after Fu. He'll probably still have most of his HP; whittle it away with Forceus and physical attacks. He won't have any way of healing himself at this point, so take it slow and focus on keeping your own team alive.

3190
DAMAGE UP!
319 MP

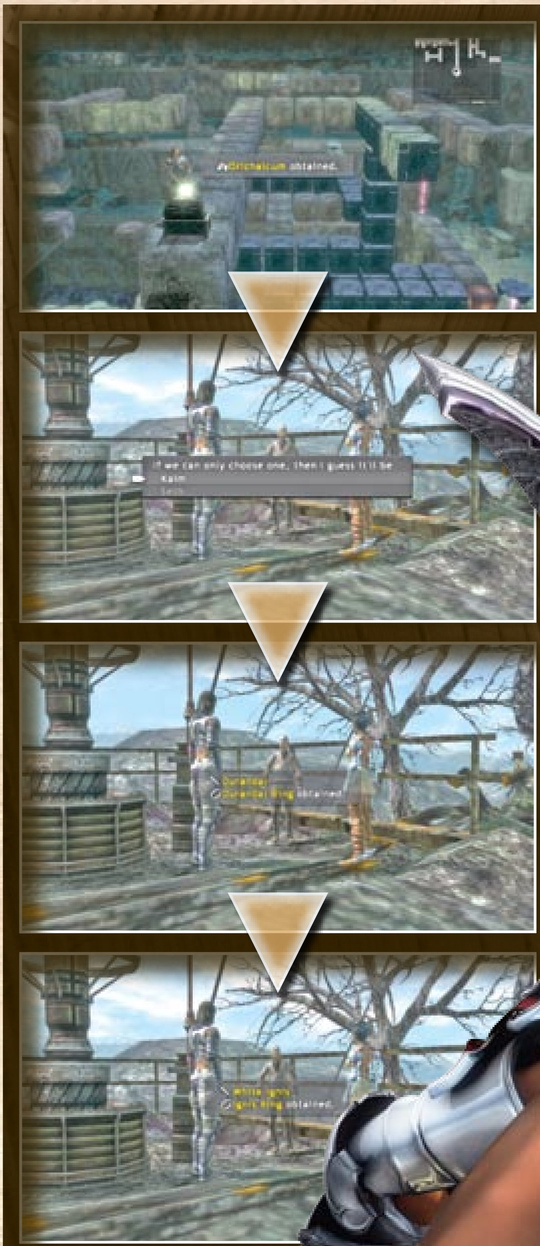
BOSS POST-MORTEM

Once you've taken care of Legendary Spirit Sorcerer Fu, you may have a little unfinished business in the Altar of Truth. If you received the Enchanted Mask from the merchant in Saman, take it up to the altar. You'll have to go back to Saman to collect your reward. Also, if you've spoken with the boys in the Katyla Family House in Numara to learn about the "What the Cursed Mask Guards" treasure hunt, you'll find it right at the alter—you'll earn the Phoenix Discus and Phoenix Ring.

Remember that you don't heal after the boss battle, and it's a *long* way back to the entrance. Be sure to heal up before beginning the trek back to safety.



FORGING WITH ORICHALCUM



Orichalcum obtained.

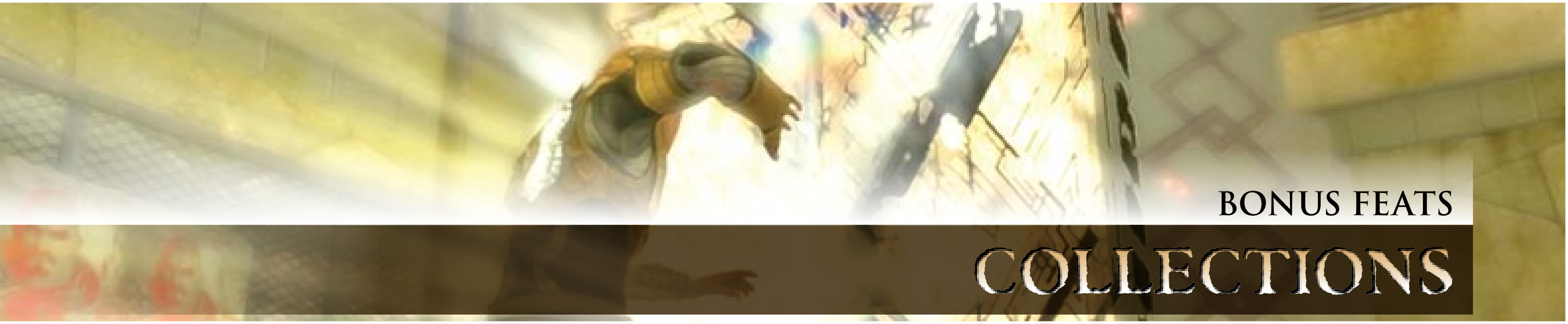
If we can only choose one, then I guess it'll be
Kaim
Seth

Durandal
Durandal Ring obtained.

White Ignis
Ignis Ring obtained.

WHILE IN THE CORRIDOR OF TIMELESSNESS, YOU SHOULD DEFINITELY PICK UP THE ORICHALCUM. IT LOOKS LIKE A RING COMPONENT, BUT IT'S ACTUALLY USED TO FUSE A SPECIAL WEAPON. THERE'S ONLY ONE OF THESE ITEMS IN THE GAME, SO DON'T MISS IT. FROM THE SAVE LOCATION, GO NORTH TO THE ELEVATOR PAD IN THE MIDDLE OF THE ROOM. TAKE THE ELEVATOR PAD UP, THEN HOP ON THE ONE RIGHT IN FRONT OF IT ON THE NEXT LEVEL. WIND YOUR WAY BACK UNTIL YOU'RE RIGHT ABOVE THE SAVE LOCATION TO FIND THE TREASURE CHEST.

IF YOU HAVEN'T BEEN BACK TO THE IPSILON MOUNTAINS MINING SITE IN A WHILE, YOU MAY BE SURPRISED TO FIND AN OLD BLACKSMITH LOITERING ALONE IN ITS UPPER REACHES. TAKE THE ORICHALCUM TO HIM TO HAVE HIM FORGE A WEAPON FOR EITHER KAIM OR SETH. THERE ISN'T ENOUGH MATERIAL TO MAKE TWO SWORDS, SO YOU'LL HAVE TO CHOOSE THE CHARACTER WHO DESERVES IT MOST. IF YOU OPT TO HAVE THE WEAPON MADE FOR KAIM, THE BLACKSMITH WILL CREATE DURANDAL ALONG WITH THE DURANDAL RING. IF YOU DECIDE THAT SETH NEEDS A BETTER SWORD, THE BLACKSMITH WILL FORGE THE WHITE IGNIS AND THE IGNIS RING. YOU REALLY CAN'T GO WRONG EITHER WAY—BOTH WEAPONS ARE AMAZING, AS ARE THE RINGS.



COLLECTIONS

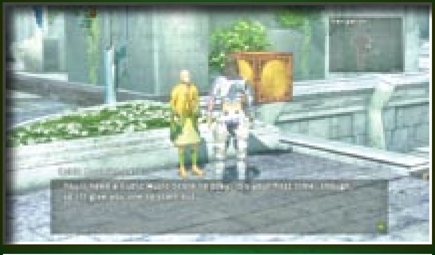
THE WORLD OF *LOST ODYSSEY* IS TEEMING WITH COLLECTABLES. OBSERVANT AND PERSISTENT ADVENTURERS WILL REAP HEFTY REWARDS IF THEY CHOOSE TO COMPLETE THE GAME'S COLLECTION SETS. TO GIVE YOU A LEG UP, WE'VE ASSEMBLED ALL THE DETAILS YOU'LL NEED TO HUNT DOWN ALL THE LOOT. WE'VE INCLUDED EVERYTHING YOU'LL NEED FOR THE CUBIC MUSIC SCORE CHALLENGES, INVISIBLE TREASURE CHESTS, TREASURE HUNTS, AND TOLTEN'S QUESTS FOR THE ROYAL SEALS.

CUBIC MUSIC SCORE CHALLENGES

TUNE IN TO THE CUBIC MUSIC SCORE MINIGAME EVENT, WHERE YOU CAN WIN A GRAB BAG OF GOOD ITEMS, WEAPONS, AND SPELLS. THE CUBIC MUSIC SCORE EVENTS AREN'T DIFFICULT, EVEN FOR THE MUSICALLY UNTRAINED. THE MUSICIAN WILL DISPLAY SETS OF FOUR OR FIVE LETTERS; YOU MUST PLAY THE NOTES THOSE LETTERS REPRESENT BY ATTACKING CUBES IN A BATTLE-LIKE SEQUENCE. THE CUBES LETTERED A THROUGH G REPRESENT THE NOTES A THROUGH G; AN R REPRESENTS THE REST CUBE AT THE END. DON'T WORRY ABOUT THE SPEED OF YOUR PARTY—THEY'LL PLAY THE NOTES IN THE SAME ORDER THAT THEY WERE ASSIGNED. IF YOU GET ALL THE NOTES RIGHT, YOU'LL GET A GOOD PRIZE. IF YOU MISS A NOTE, YOU'LL HAVE TO START OVER FROM THE BEGINNING.

THE FIRST TIME YOU'LL MEET ONE OF THE CUBIC MUSICIANS IS IN THE CITY OF NUMARA. HE'LL GIVE YOU YOUR FIRST SHEET MUSIC SO YOU CAN TRY OUT THE CHALLENGES RIGHT AWAY, BUT AFTER THAT YOU'LL HAVE TO FIND THE REST ON YOUR OWN. THERE ARE NINE SETS OF SHEET MUSIC IN ALL; THE CUBIC MUSICIANS SCATTERED THROUGH THE GAME WILL KEEP TRACK OF WHICH SONGS YOU'VE PLAYED.

CUBIC MUSIC SCORE 1



LOCATION

SPEAK TO ANY CUBIC MUSICIAN. (THE FIRST IS IN NUMARA – WHITE SQUARE; DISC 2)

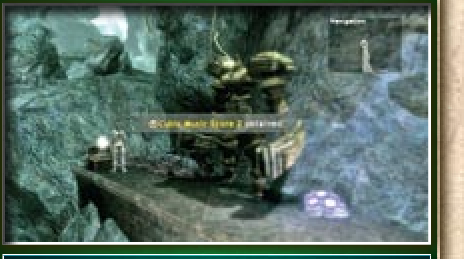
NOTE PATTERN

CEGC

REWARD

FORCE (LV1 BLACK MAGIC SPELL)

CUBIC MUSIC SCORE 2



LOCATION

CRIMSON FOREST – SORCERER'S SHRINE – DUNGEON SHRINE (OPEN THE TREASURE CHEST.)

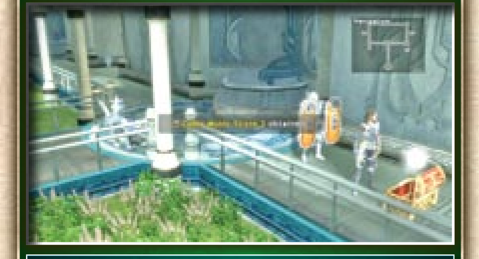
NOTE PATTERN

DAAD

REWARD

DODGER (LV1 SPIRIT MAGIC SPELL)

CUBIC MUSIC SCORE 3



LOCATION

NUMARA PALACE – CORRIDOR GARDEN (OPEN THE TREASURE CHEST.)

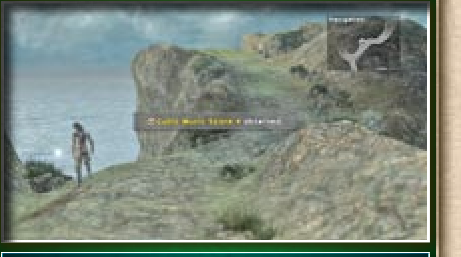
NOTE PATTERN

ERGF EDCR

REWARD

KELOLON BADGE (ACCESSORY FOR EVADE UP SKILL)

CUBIC MUSIC SCORE 4



LOCATION

NORTHERN CAPE (TAKE THE RIGHT FORK IN THE PATH, THEN EXAMINE THE GLOWING SPOT ON THE GROUND.)

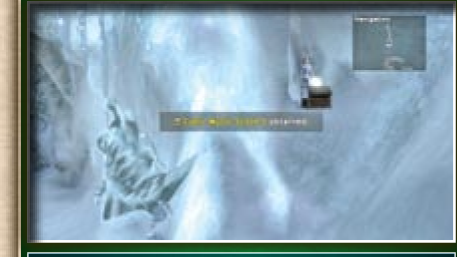
NOTE PATTERN

GEGBA GFDCR

REWARD

WIND CHARM (ACCESSORY FOR WIND RESISTANCE UP SKILL)

CUBIC MUSIC SCORE 5



LOCATION

ICE CANYON – ICE GORGE (SLIDE DOWN THE ICY HILL IN BLIZZARD PEAK TO REACH THE PATH TO THE TREASURE CHEST.)

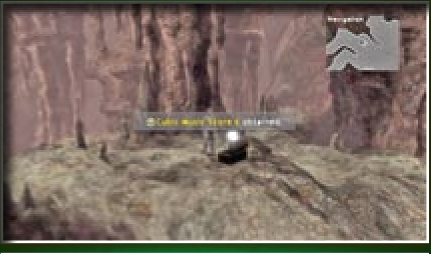
NOTE PATTERN

DAEF DRAR GEDR

REWARD

TOUGHNESS BROOCH (ACCESSORY FOR HP MAX UP 2 SKILL)

CUBIC MUSIC SCORE 6



LOCATION

BURNING CAVE – PATH OF POISON MIST (WALK ALONG THE FAR-LEFT PATH TO THE TREASURE CHEST.)

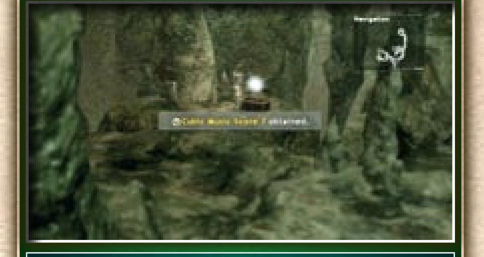
NOTE PATTERN

CCGG AAGR FFEE DDCR

REWARD

64 CALIBER MAGIC RIFLE

CUBIC MUSIC SCORE 7



LOCATION

TERRACE CAVE (LOCATE THE TREASURE CHEST IN THE BACK RIGHT CORNER.)

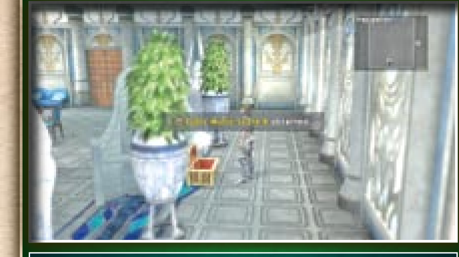
NOTE PATTERN

EEDCC DDEDC GGFEE DCDEC

REWARD

HIGH WIND AMULET (ACCESSORY FOR WIND PROOF SKILL)

CUBIC MUSIC SCORE 8



LOCATION

NUMARA PALACE – QUEEN'S CHAMBER (OPEN THE TREASURE CHEST BEHIND THE OVERSIZED VASE.)

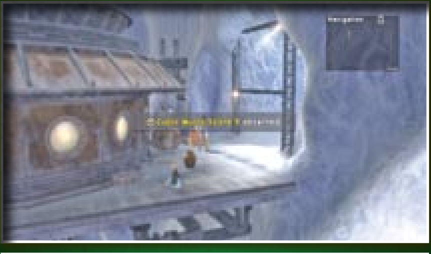
NOTE PATTERN

GBAD GABG DRGD EAGA BEBE

REWARD

ELFIN CHARM (ACCESSORY FOR MAGIC DEFENSE BOOST 2 SKILL)

CUBIC MUSIC SCORE 9



LOCATION

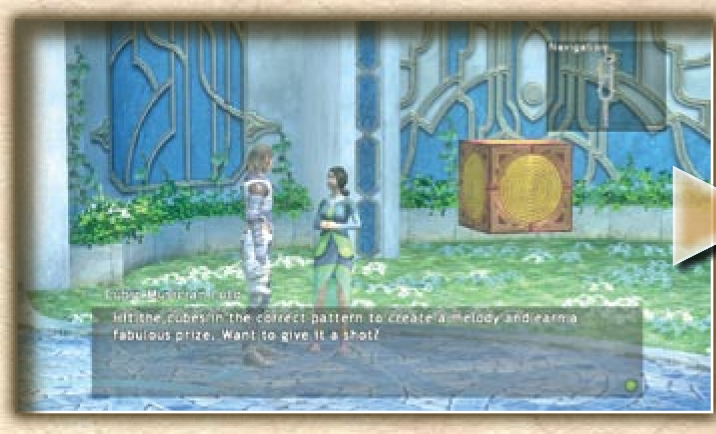
PIRATE FORTRESS (OPEN THE TREASURE CHEST NEXT TO THE PIPOT.)

NOTE PATTERN

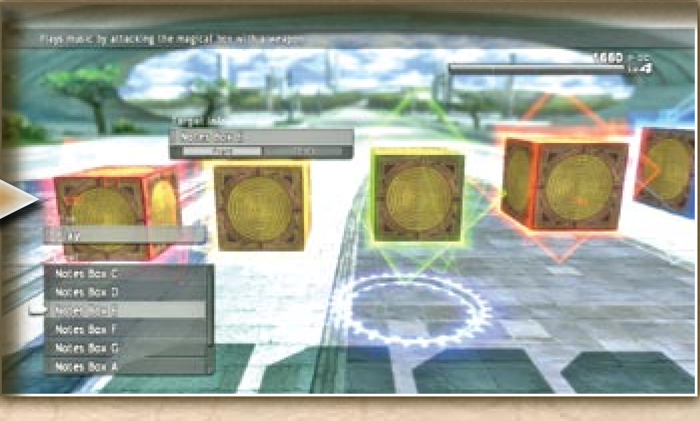
REER DRCD EGAB FEDE BAGE CCDE ARED

REWARD

SUNDERCH GLASSES (SPECIAL ITEM TO SEE INVISIBLE TREASURE CHESTS)

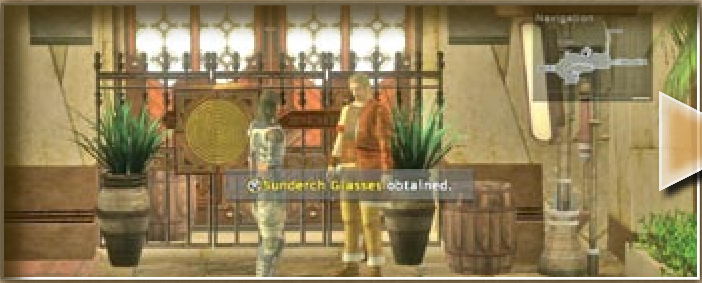


Hit the cubes in the correct pattern to create a melody and earn a fabulous prize. Want to give it a shot?



INVISIBLE TREASURE CHESTS

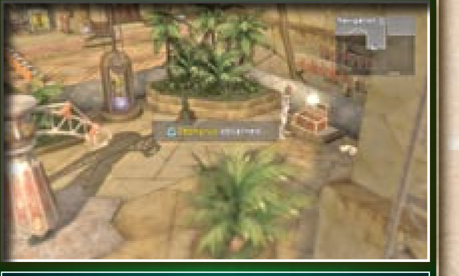
Hidden throughout the world are invisible treasure chests, mostly in areas that you completed previously. The treasure chests mostly contain powerful spells and spellcasting skills. To see them you'll need a special item called the Sunderch Glasses, which causes invisible chests to shimmer into view. The only way you can acquire the Sunderch Glasses is to win them from a Cubic Musician by completing Cubic Music Score 9. You can find Cubic Music Score 9 in the Pirate Fortress—make that your first destination after acquiring the *White Boa*.



Sunderch Glasses obtained.

Navigation

INVISIBLE CHEST 1



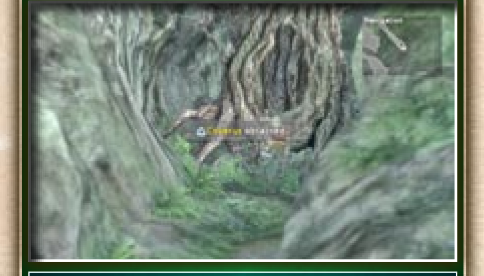
LOCATION

Uhra – Residential Area (Go through the courtyard near the playing kids.)

REWARD

Zephyrus (Lv8 White Magic spell)

INVISIBLE CHEST 2



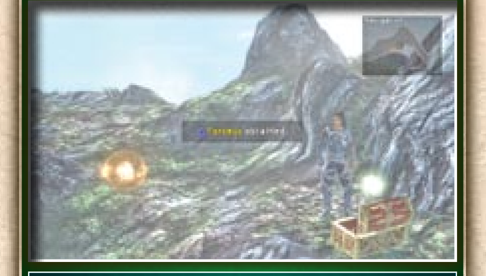
LOCATION

Ipsilon Mountains – Near Mountain Hut (Look in front of the large roots to the southeast of the hut.)

REWARD

Coverus (Lv8 White Magic spell)

INVISIBLE CHEST 3



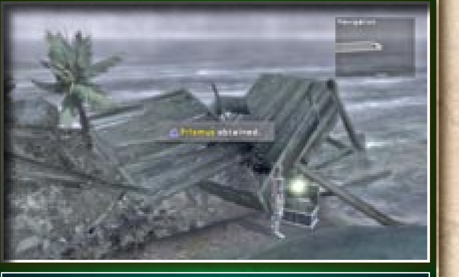
LOCATION

Ipsilon Mountains – Peak (Step just to the right of the save location.)

REWARD

Forceus (Lv8 Black Magic spell)

INVISIBLE CHEST 4



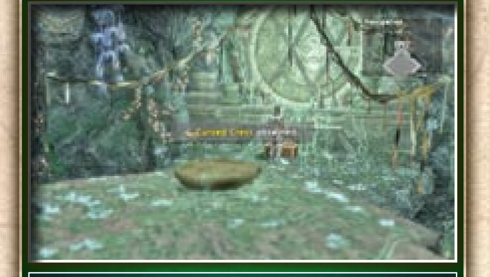
LOCATION

Sea of Baus (Walk to the water's edge on the right.)

REWARD

Prismus (Lv 8Black Magic spell)

INVISIBLE CHEST 5



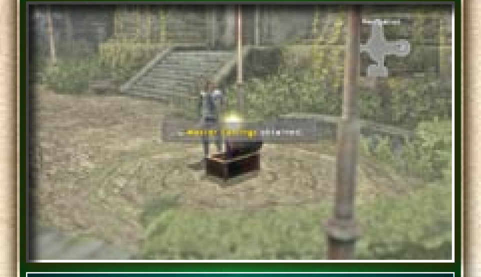
LOCATION

Sorcerer's Shrine – Altar of the Abyss (Return to the altar where the Obsidian Miasma boss was.)

REWARD

Cursed Crest (Accessory for Lv8 Spirit Magic skill)

INVISIBLE CHEST 6



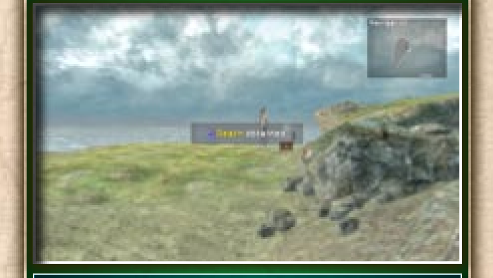
LOCATION

Old Sorceress' Mansion (Go through the gate in front of the mansion and turn right.)

REWARD

Master Earrings (Accessory for Lv8 Black-White Magic skill)

INVISIBLE CHEST 7



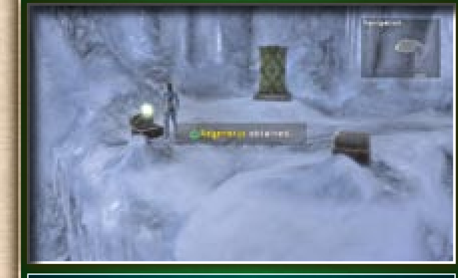
LOCATION

Northern Cape (Take the right fork in the path up to the edge of the cliff.)

REWARD

Death (Lv 8 Black Magic spell)

INVISIBLE CHEST 8



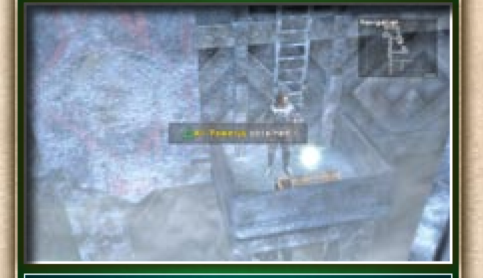
LOCATION

Ice Canyon – Snowy Plateau (Ascend the small path to the ledge above where Dinozaoro was.)

REWARD

Regenerus (Lv8 Spirit Magic spell)

INVISIBLE CHEST 9



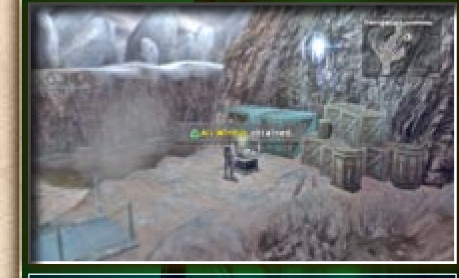
LOCATION

Gohtza – Low Town (Climb down a ladder near the tavern area to a small platform.)

REWARD

All-Powerus (Lv8 Spirit Magic Spell)

INVISIBLE CHEST 10



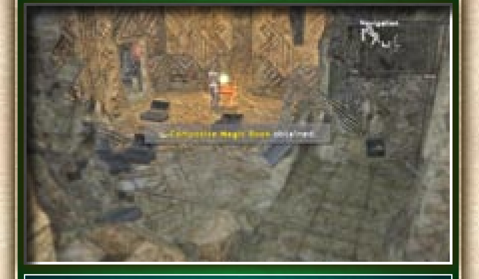
LOCATION

Gohtzan Refugee Camp (Climb down the ladder to the hot springs, then up a short ladder on the other side.)

REWARD

All-Mindus (Lv8 Spirit Magic spell)

INVISIBLE CHEST 11



LOCATION

Uhra – Gongora's Mansion – Secret Cave (Look near the wall just after entering the Secret Cave.)

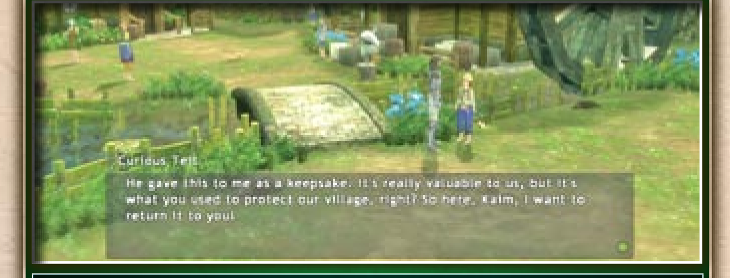
REWARD

Composite Magic Book (Accessory for Lv4 Composite Magic skill)

TREASURE HUNTS

During your journey, you'll encounter quite a few people eager to tip you off about the locations of hidden items. These treasure hunts provide an opportunity to pick up all kinds of excellent goods. You'll first learn of treasure hunts in Mountain Village Tosca, where you'll receive a Magic-Powered Locator that allows you to hone in on hidden treasures—they'll show up as orange dots on your map. For the treasures to show up, you must first receive a clue by talking to people. The treasures themselves are invisible, but you'll know when you're in the right place when your controller starts to rumble. You can upgrade your Magic-Powered Locator twice—once in the Great Ancient Ruins and again in the Pirate Fortress—allowing you to discover even better treasures. Keep track of which treasures you've received clues for and which ones you've found in the Items menu under Treasures.

TOSCA TREASURE HUNT


Curious Teit

He gave this to me as a keepsake. It's really valuable to us, but it's what you used to protect our village, right? So here, Kaim, I want to return it to you!

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Mountain Village Tosca

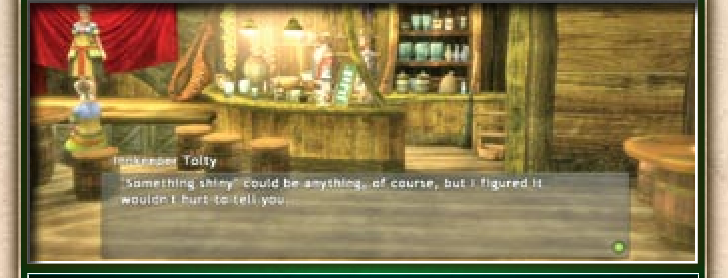
TREASURE LOCATION

Mountain Village Tosca (at the top of the observation tower.)

REWARD

Dark Crystal Staff and Dark Crystal Ring

THE BIRD'S SHINY TREASURE


Innkeeper Tolty

"Something shiny" could be anything, of course, but I figured it wouldn't hurt to tell you.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Mountain Village Tosca - Tolty's Inn

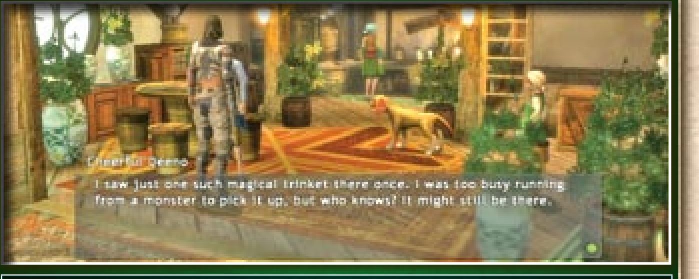
TREASURE LOCATION

Old Sorceress' Mansion (On the left before entering the mansion)

REWARD

Virus (Lv4 Spirit Magic spell)

THE BLACK CAVE'S MYSTERIOUS TREASURE


Cheerful Deeno

I saw just one such magical trinket there once. I was too busy running from a monster to pick it up, but who knows? It might still be there.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Deeno Family House

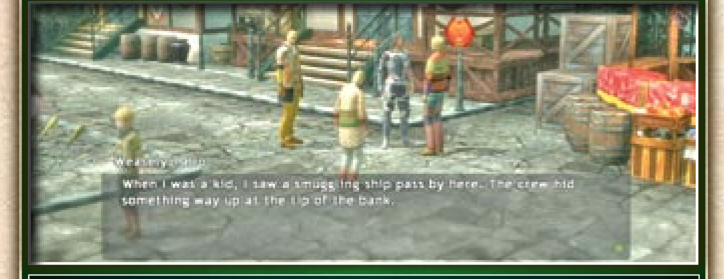
TREASURE LOCATION

The Black Cave – The Great Hall of Foul Creatures

REWARD

Curse Blocker (Accessory for Anti-Curse skill)

TALIO'S RETURNED FAVOR


Wealthy [illegible]

When I was a kid, I saw a smuggling ship pass by here. The crew hid something way up at the tip of the bank.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

City of Saman – Main Street (After completing Talio side quest in Disc 3 or 4)

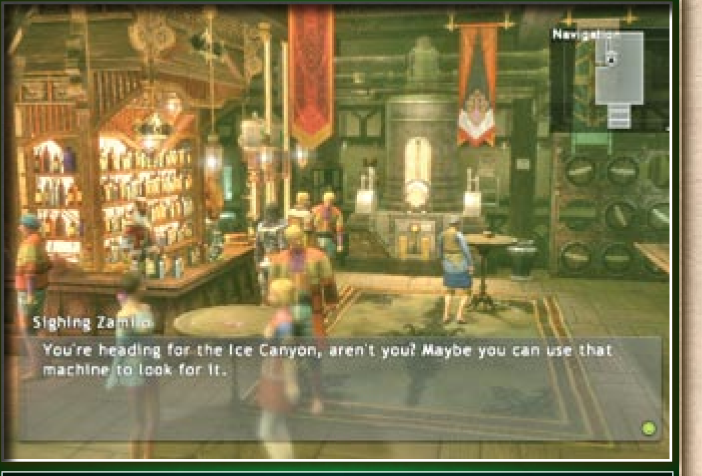
TREASURE LOCATION

Port of Saman (At the very end of the dock)

REWARD

Splitter (Lv5 Spirit Magic spell)

KING OF THE GLACIERS



Sighing Zamilo

You're heading for the Ice Canyon, aren't you? Maybe you can use that machine to look for it.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

City of Saman – Emelo's Tavern (Disc 3 or 4)

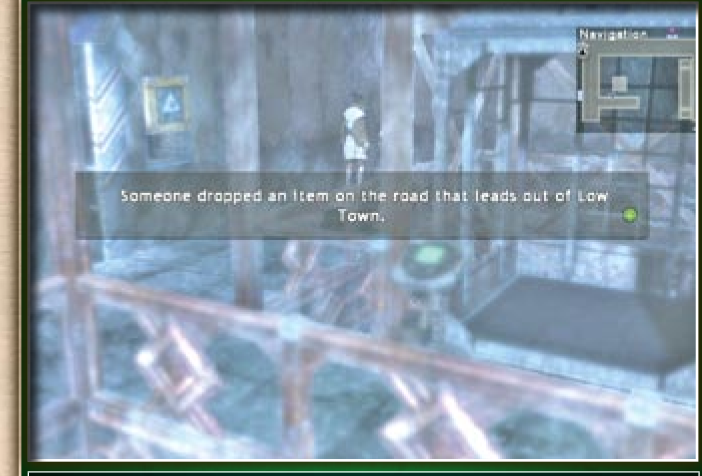
TREASURE LOCATION

Ice Canyon – Ice Gorge

REWARD

Water Charm (Accessory for Water Resistance Up skill)

A REFUGEE'S MISPLACED ITEM



Someone dropped an item on the road that leads out of Low Town.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Gohtza – Low Town – Abandoned Apartment (when frozen over)

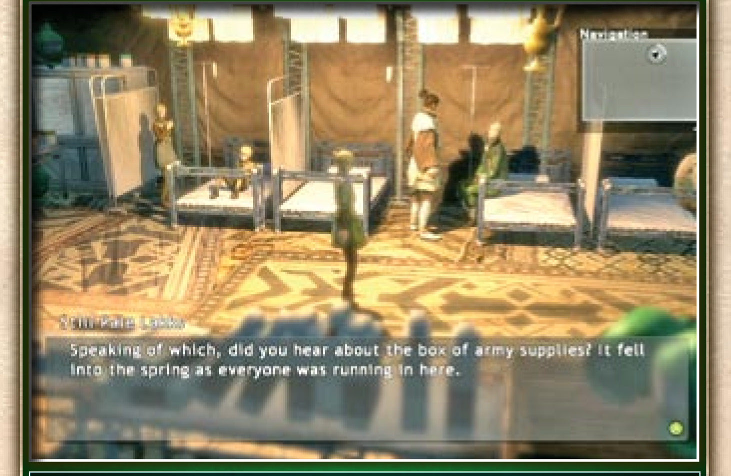
TREASURE LOCATION

Gohtza – Low Town

REWARD

Scroll of Balance (Accessory for Slot Hit skill)

AN ITEM AT THE HOT SPRING



Still Pale Lakka

Speaking of which, did you hear about the box of army supplies? It fell into the spring as everyone was running in here.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Gohtzan Refugee Camp – Medical Tent (after defeating Don Laploss)

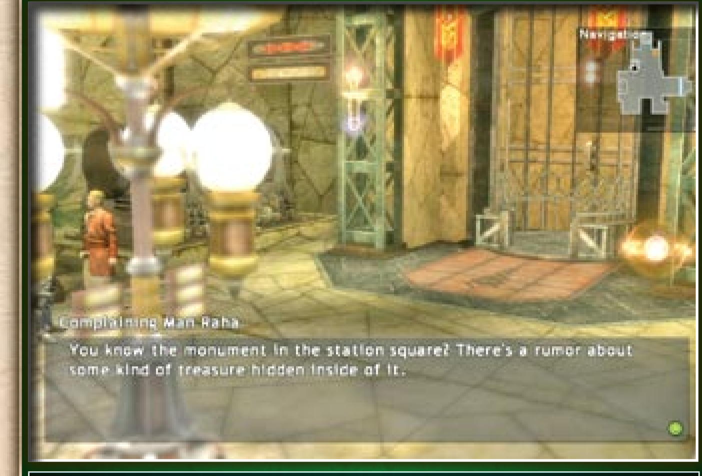
TREASURE LOCATION

Gohtzan Refugee Camp (down the ladder next to the hot-springs pool)

REWARD

Spire Commander and Spire Ring

HIDDEN TREASURE IN STATION SQUARE



Complaining Man Raha

You know the monument in the station square? There's a rumor about some kind of treasure hidden inside of it.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Uhra – Monorail – The Central Station (Disc 4)

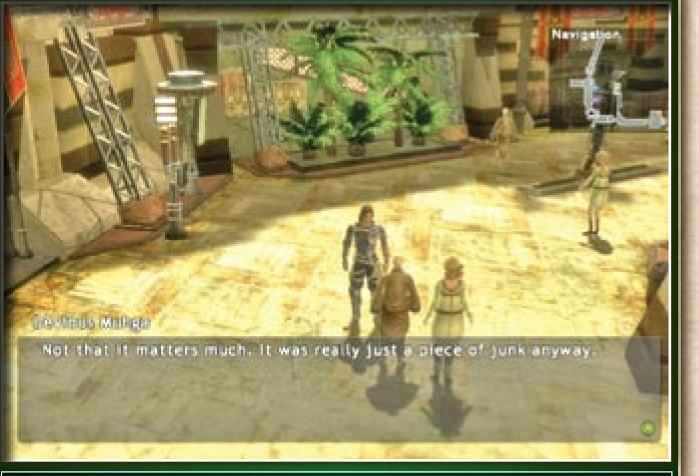
TREASURE LOCATION

Uhra – The Central Station Square (below the monument)

REWARD

Gaia Breaker and Gaia Ring

SEWER JUNK



Not that it matters much. It was really just a piece of junk anyway.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Uhra – Main Street (Disc 4)

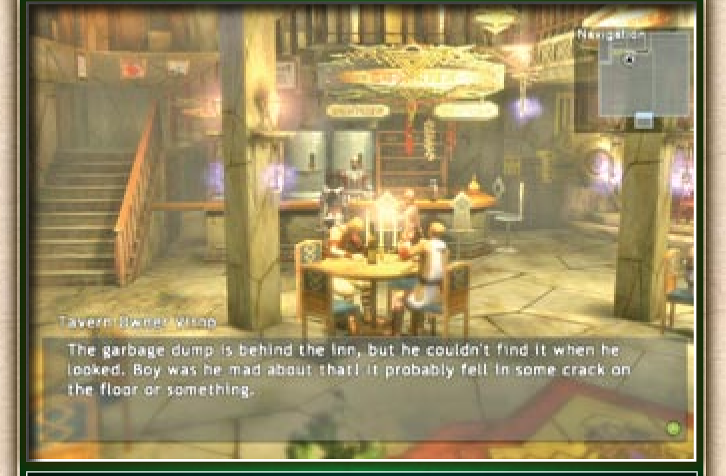
TREASURE LOCATION

Uhra – Back Alley – Sewers

REWARD

Scroll of Secret Skills (Accessory for Skill Hit skill)

TRASH CAN TREASURE



Tavern Owner Virno

The garbage dump is behind the Inn, but he couldn't find it when he looked. Boy was he mad about that! It probably fell in some crack on the floor or something.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Uhra – Virno's Tavern (Disc 4)

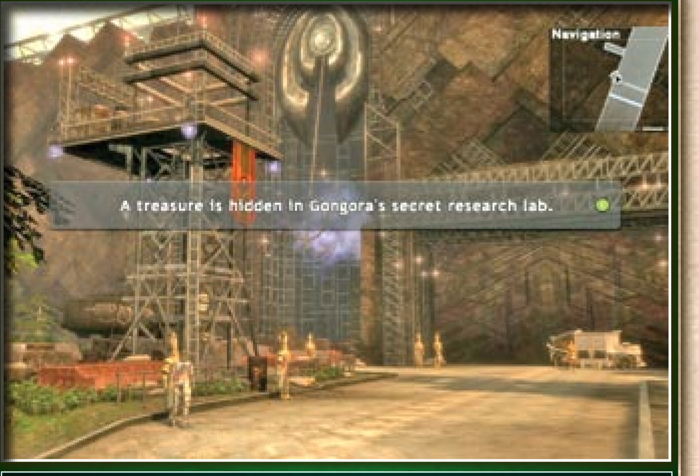
TREASURE LOCATION

Uhra – Main Street (Behind the Inn)

REWARD

Byproduct X (x4)

KING GONGORA'S SECRET



A treasure is hidden in Gongora's secret research lab.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

The Great Gate of Uhra (Disc 4)

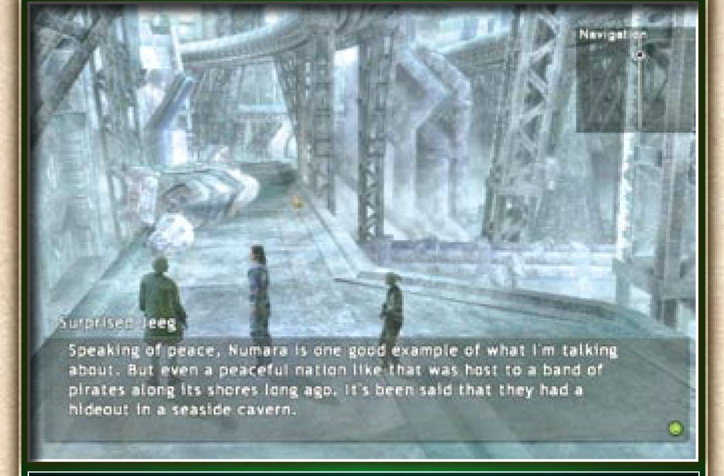
TREASURE LOCATION

Uhra – Gongora's Mansion – Magic Experimentation Laboratory (Next to Gongora's Diary)

REWARD

Demon King's Horn and Demon King Ring

CAVE TREASURE



Surprised Jeeg

Speaking of peace, Numara is one good example of what I'm talking about. But even a peaceful nation like that was host to a band of pirates along its shores long ago. It's been said that they had a hideout in a seaside cavern.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

Gohtza City – Elevated Entrance (Disc 4)

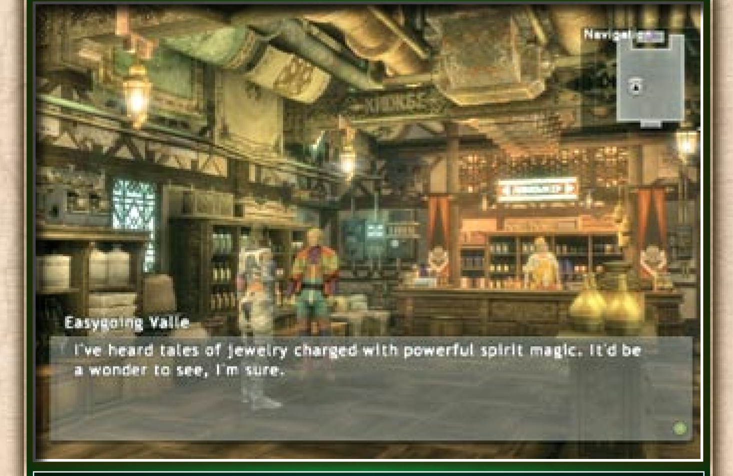
TREASURE LOCATION

Terrace Cave (Toward the center of the cave)

REWARD

Master Thief Tools (x12)

ART PIECE FROM THE RUIN



Easygoing Valle

I've heard tales of jewelry charged with powerful spirit magic. It'd be a wonder to see, I'm sure.

MAGIC LOCATOR LEVEL: 2

TIP LOCATION

City of Saman – Audun's Item Shop (Disc 3 or 4)

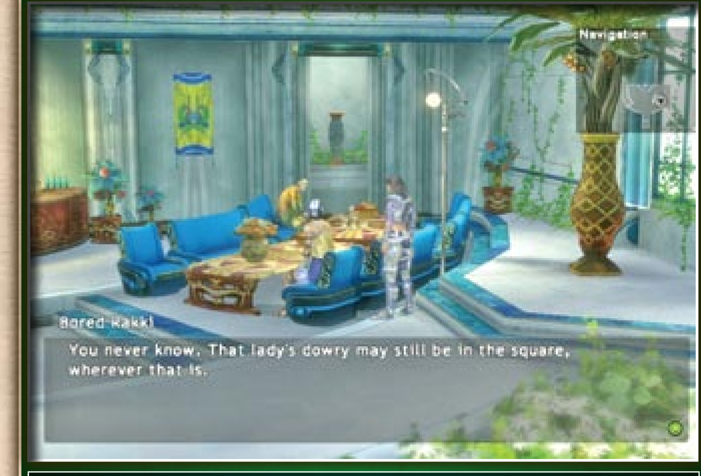
TREASURE LOCATION

The Great Ancient Ruins – Throne of Sun (Return to where you fought the boss.)

REWARD

Lucent Dragon Discus and Lucent Dragon Ring

LOST AT THE FOUNTAIN SQUARE



Bored Rakki

You never know. That lady's dowry may still be in the square, wherever that is.

MAGIC LOCATOR LEVEL: 2

TIP LOCATION

City of Numara – Thelran's Inn (Disc 4)

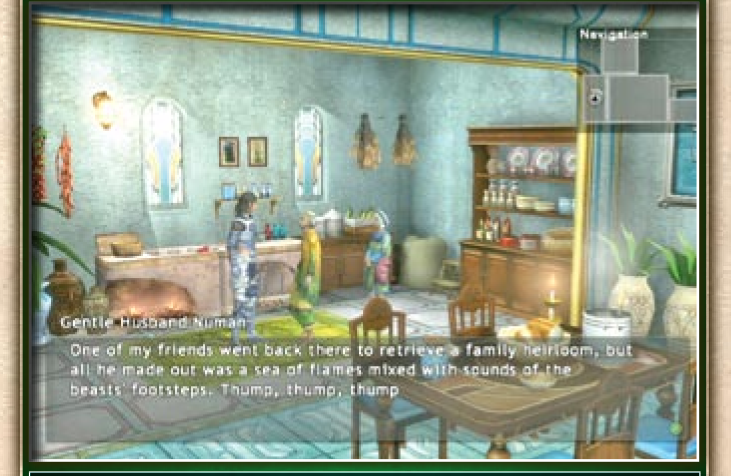
TREASURE LOCATION

City of Numara – White Square (Next to the fountain)

REWARD

Refreshus (Lv 7 Spirit Magic)

TREASURE IN A DESTROYED CITY



Gentle Husband Numan

One of my friends went back there to retrieve a family heirloom, but all he made out was a sea of flames mixed with sounds of the beasts' footsteps. Thump, thump, thump

MAGIC LOCATOR LEVEL: 2

TIP LOCATION

City of Numara – Sanuman Family House

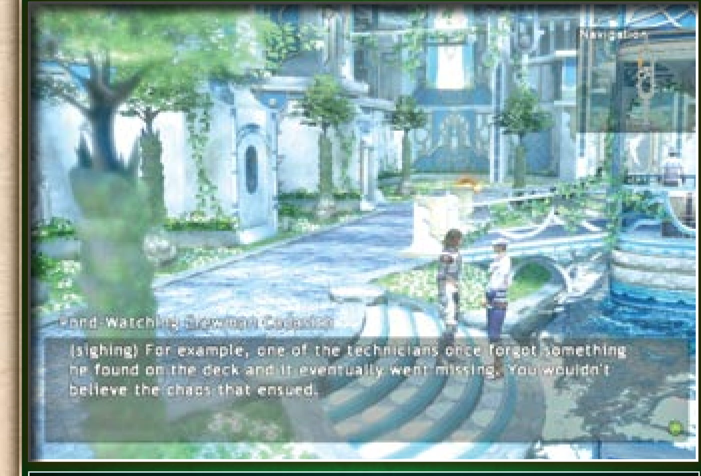
TREASURE LOCATION

Ghost Town – City of Ruins (Area where the statue of the monster Arthrosaurus stood)

REWARD

Reversa (Lv7 Spirit Magic)

MISSING MATERIALS



Pond-Watching Crewman [illegible]

(sighing) For example, one of the technicians once forgot something he found on the deck and it eventually went missing. You wouldn't believe the chaos that ensued.

MAGIC LOCATOR LEVEL: 2

TIP LOCATION

The White Boa - Guest Area (Disc 4)

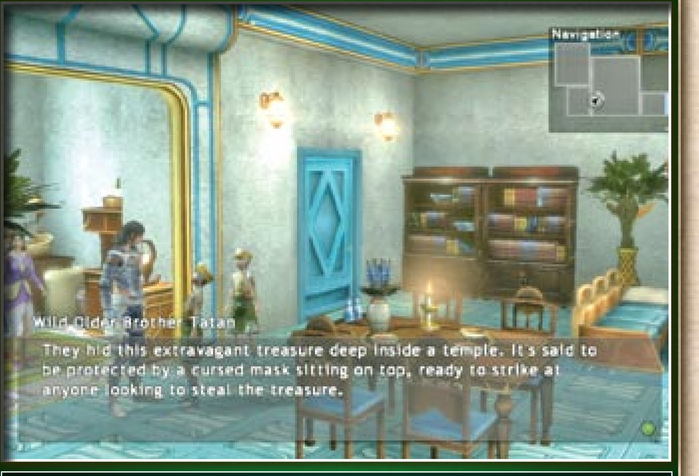
TREASURE LOCATION

The White Boa – Main Deck

REWARD

Star Absorber (x3)

WHAT THE CURSED MASK GUARDS



Wild Older Brother Tatan

They hid this extravagant treasure deep inside a temple. It's said to be protected by a cursed mask sitting on top, ready to strike at anyone looking to steal the treasure.

MAGIC LOCATOR LEVEL: 2

TIP LOCATION

City of Numara – Katyla Family House (Disc 4)

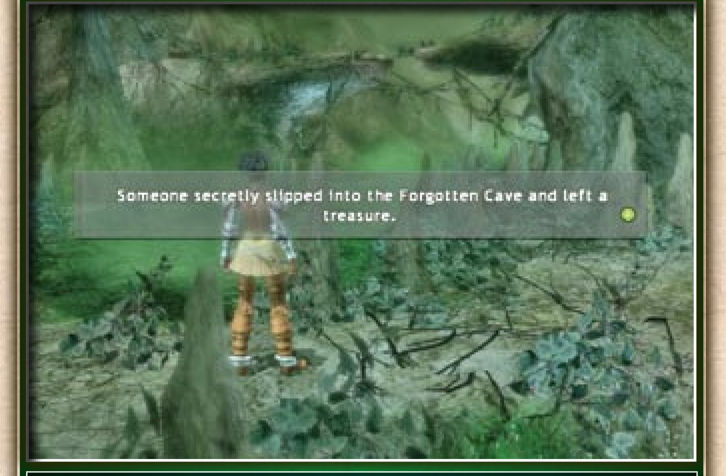
TREASURE LOCATION

Temple of Enlightenment – The Altar of Truth

REWARD

Phoenix Discus and Phoenix Ring

HIDDEN IN THE CAVE



Someone secretly slipped into the Forgotten Cave and left a treasure.

MAGIC LOCATOR LEVEL: 2

TIP LOCATION

Forgotten Cave

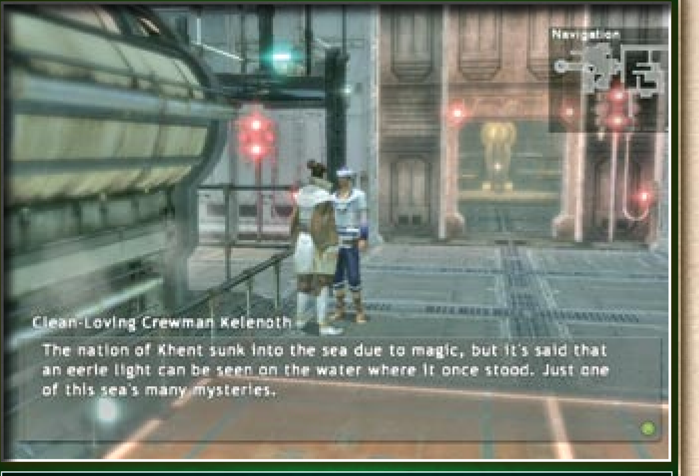
TREASURE LOCATION

Forgotten Cave

REWARD

Angel Guard (Accessory for Ailment Resistance skill)

SUNKEN TOWN



Clean-Loving Crewman Kelenoth

The nation of Khent sunk into the sea due to magic, but it's said that an eerie light can be seen on the water where it once stood. Just one of this sea's many mysteries.

MAGIC LOCATOR LEVEL: 3

TIP LOCATION

The White Boa – Engine Area (Disc 4)

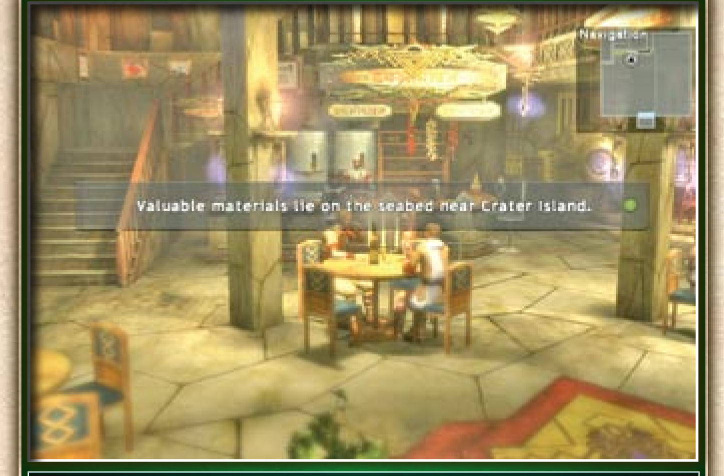
TREASURE LOCATION

World Map (In the large central bay near the ice blockade)

REWARD

Solomon Staff and Solomon Ring

SUNKEN IN THE SEA OF BAUS



Valuable materials lie on the seabed near Crater Island.

MAGIC LOCATOR LEVEL: 3

TIP LOCATION

Uhra – Virno's Tavern (Disc 4)

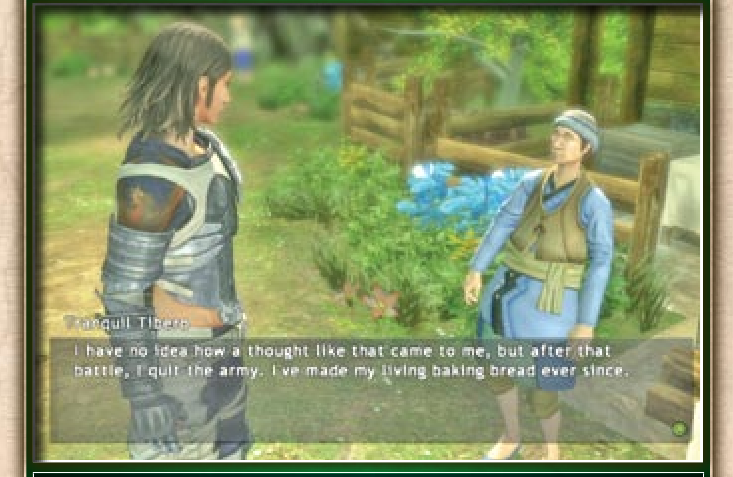
TREASURE LOCATION

World Map (East of the Sea of Baus)

REWARD

Apocalypse Rod and Apocalypse Ring

TREASURE BEYOND THE WATERFALL


Tranquil Tibero

I have no idea how a thought like that came to me, but after that battle, I quit the army. I've made my living baking bread ever since.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

MOUNTAIN VILLAGE TOSCA – "A THOUSAND YEARS OF DREAMS" EPISODE "THE HERO"

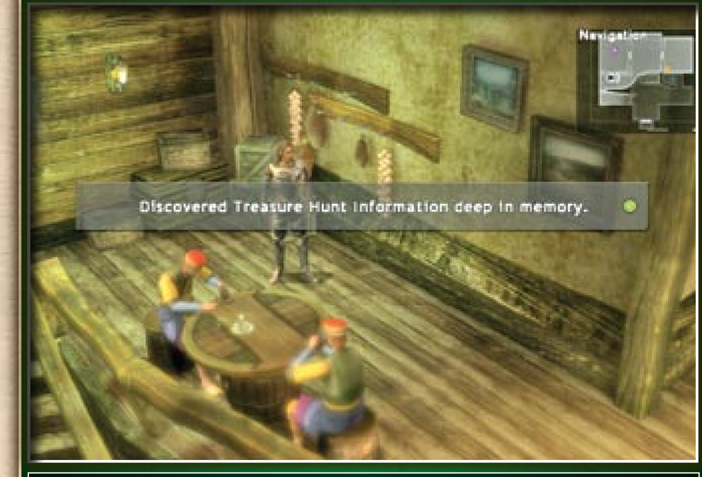
TREASURE LOCATION

MOUNTAIN VILLAGE TOSCA (BEHIND THE WATERFALL)

REWARD

MEDUSA'S HEAD (ANTI-PETRIFY SKILL)

LIRUM'S TREASURE



Discovered Treasure Hunt information deep in memory.

MAGIC LOCATOR LEVEL: 1

TIP LOCATION

MOUNTAIN VILLAGE TOSCA – TOLTY'S INN – "A THOUSAND YEARS OF DREAMS" EPISODE "SO LONG, FRIEND"

TREASURE LOCATION

NORTHERN CAPE

REWARD

AILMENT VOID (LV3 SPIRIT MAGIC SPELL)

THE GENERAL'S MEMENTO

Troubled Melaine

Mom said I'd get better if I take my medicine. But it still hurts.

MAGIC LOCATOR LEVEL: 2

TIP LOCATION

GOHTZAN REFUGEE CAMP – MEDICAL TENT – "A THOUSAND YEARS OF DREAMS" EPISODE "SIGNPOST" (DISC 4)

TREASURE LOCATION

CRIMSON FOREST (IN THE CLEARING BEFORE YOU DESCEND INTO THE CHAMBER OF STONE TABLETS)

REWARD

OGRE BANGLE (ACCESSORY FOR ATTACK BOOST 2 SKILL)

SARAH'S GIFT

Navigation

Discovered Treasure Hunt information deep in memory.

MAGIC LOCATOR LEVEL: 2

TIP LOCATION

UHRA – MAIN STREET – "A THOUSAND YEARS OF DREAMS" EPISODE "BEYOND THE WALL" (DISC 4)

TREASURE LOCATION

OLD SORCERESS' MANSION – COURTYARD (ON THE RIGHT SIDE OF THE STAIRS LEADING TO THE HERMITAGE)

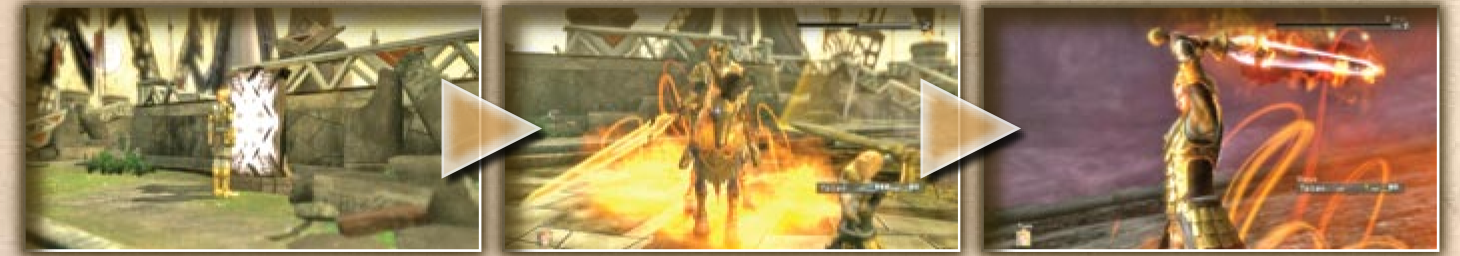
REWARD

BLAZING FIRE AMULET (ACCESSORY FOR FIRE PROOF SKILL)

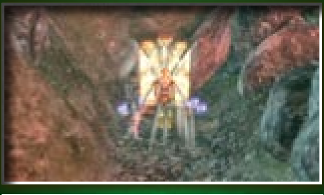
ROYAL SEALS

Prince Tolten may not be the pride of his family line, but he can grow stronger by walking in the footsteps of his ancestors. Tucked away in various locations are Royal Seals—gold obelisks bearing the marks of the Uhran royal family. Tolten can unlock the seals to find powerful rings, as well as weapons and accessories that only he can equip (although immortals can equip them too, if they learn his Royal Equipment skill).

Once you've unlocked all of the seals, you can return to the ruins of the Uhran Castle to face the Golden Knight, an embodiment of the first king of Uhra. It's more of a story event than a battle; just attack the Golden Knight for several rounds, then defeat the apparition by using the skill it gives you—Ultimate Hit—against it. You'll receive Tolten's most powerful sword, Age of the King, as well as the King Ring.



ROYAL SEAL 1



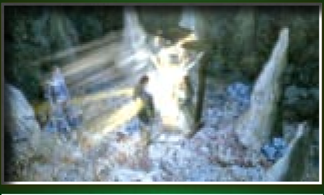
LOCATION

Crimson Forest – Maze of Gloom (To the right of the path leading to the swamp)

REWARD

Royal Knight's Emblem (Accessory for HP Max Up 4 skill)

ROYAL SEAL 2



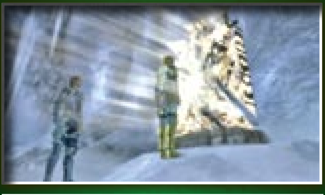
LOCATION

The Black Cave – Helltrap (Down a narrow dead-end passage halfway through the cave)

REWARD

Master Sword and Master Ring

ROYAL SEAL 3



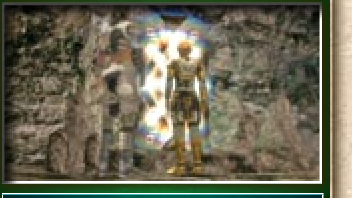
LOCATION

Ice Canyon – Snowy Plateau (Above the location of the fight with Dinozaoro)

REWARD

Quad-Element Charm (Accessory for Elemental Resistance Up skill)

ROYAL SEAL 4



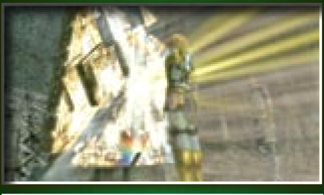
LOCATION

Burning Cave – Path of Dankness (Through the first cloud of poisonous gas to the far left)

REWARD

Royal Emblem (Accessory for Auto Barrier skill)

ROYAL SEAL 5



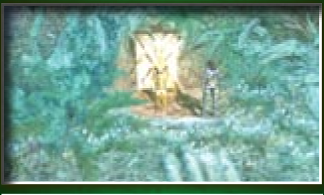
LOCATION

The Great Ancient Ruins – Astral Square (Near the entrance past the ascending platform)

REWARD

Golden Gauntlet (Accessory for Auto Shield skill)

ROYAL SEAL 6



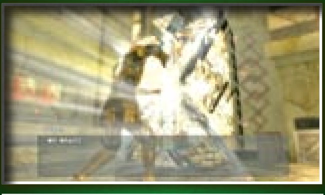
LOCATION

Kelolon Village (In a small ditch on the far right side of the village)

REWARD

Quad-Element Amulet (Accessory for Nullify All Elements skill)

ROYAL SEAL 7



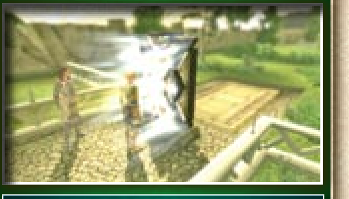
LOCATION

Uhra – Back Alley (In a dead-end alley shortly before Castle of Uhra – Station Square)

REWARD

Royal Knight's Sword and Royal Knight's Ring

ROYAL SEAL 8



LOCATION

Uhra – Gongora's Mansion – Courtyard (Outside the mansion to the left)

REWARD

Opens door to Secret Cave

"A THOUSAND YEARS OF DREAMS"

The memories of Kaim's past are slowly returning to him, and the events he witnesses on his journey may cause a long-forgotten scene from his past to come flooding back. These memories are collected in the "A Thousand Years of Dreams" series. You can read each story when it is unlocked, or select the stories from the game's title screen or whenever you rest in a bed. Many of the stories are unlocked during game events that are impossible to miss, but several can be tricky to find—you'll need to be at the right place at the right time to add them to your collection.

#	Title	Location	Trigger
1	"Hanna's Departure"	Uhra – Tolsan's Inn	Talk to the innkeeper.
2	"A Hero's Return"	Uhra – Virno's Tavern	Walk up to the bar.
3	"White Flowers"	Uhra – Residential Area	Walk toward the family on the bench.
4	"In the Mind of a Captive"	Uhra – Virno's Tavern	After your first visit, re-enter the tavern and go upstairs.
5	"A Mother Comes Home"	Uhra – Virno's Tavern	Enter the bar a third time and talk to the man at the bar.
6	"Little Liar"	Uhra – Monorail – The Central Station	Speak to the father and daughter sitting on the bench.
7	"The Upstreamers"	Ipsilon Mountains – Northern Ridge	Walk toward the peak through driving rain.
8	"They Live in Shells"	Crater Island – Numara Troop Camp	Examine Kaim's cell after getting ambushed at Grand Staff.
9	"The Talkative Mercenary"	Numara – Main Street	Cross the footbridge past the boy.
10	"Don't Forget Me Now, You Hear?"	Numara – Canal Street	Walk through the bazaar area.
11	"Letters from a Weakling"	Numara – Main Street	Descend the stairs toward the canal near Nalia's Item Shop.
12	"Evening Bell"	Ghost Town – City of Ruins	Walk past the flower bed after Lirum's funeral.
13	"The Portraitist of the Dead"	Numara – Canal Street	Stand along the rail near the top of the southern bridge (post-funeral).
14	"Elegy Island"	Crimson Forest – Maze of Gloom	Leave the forest after rescuing Mack.
15	"Seth's Dream Part 1"	Gohtza – Southernmost Coast	Disembark the Slantnose on the shore.
16	"The Hero"	Mountain Village Tosca	Talk to the old man near the mill.
17	"The Bread of Grandma Coto"	Mountain Village Tosca	Talk to the man near the village entrance.
18	"So Long, Friend"	Mountain Village Tosca – Tolty's Inn	Eavesdrop on the men at the top of the stairs.
19	"The Tragedy of the Butcher General"	Black Cave – Maze of Darkness	Examine the second soldier's corpse.
20	"The Story of Old Man Greo"	Saman – Audun's Item Shop	Talk to the cobbler.
21	"Seth's Dream Part 2"	Saman Merchant Ship	Complete the battle with Mantalas.
22	"Bright Rain"	Saman – Main Street	Visit the street merchant after returning from Experimental Staff.
23	"The Ranking of Lives"	Gohtza – Low Town (after it freezes over)	Return to Low Town with the full party.
24	"The Village Closest to Heaven"	Gohtzan Refugee Camp	Walk toward the middle of the camp with the full party.
25	"Stones of Heaven"	Gohtzan Refugee Camp	Sit down at the fire (after earning Dream 24).
26	"Signpost"	Gohtzan Refugee Camp – Medical Tent	Talk to the boy on the cot (after earning Dream 25).
27	"Beyond the Wall"	Uhra – Main Street	After acquiring the Nautilus, speak to the boy in the street.
28	"A Chorus of Cicadas"	Ipsilon Mountains – Valley Road	Return to the forest after acquiring the Nautilus.
29	"Return of the Native"	Numara – Main Street	Return to Numara after upgrading the Nautilus.
30	"Lottery of Life"	City of Numara – Canal Street	Watch the young thief steal from the old shopkeeper after you upgrade the Nautilus.
31	"The Queen's Loneliness"	City of Numara – Palace Facade	Complete the second battle with General Kakanas.

THE BACKYARD

The dreadful conditions in Gohtza have given rise to new diversions to help people forget the cold. One of the main attractions is the Backyard, where great warriors come to display their fighting talents. You, too, can compete in the Backyard—20 challenges of ever-increasing difficulty await you.

For each challenge there is a set of conditions for normal victory, as well as a secret bonus condition that will earn you even more prizes if you can complete them. You can find out about these bonus conditions by finding Backyard-related reading materials and bringing them to the attendant in the Backyard.

Star Exchange

In addition to the prizes you'll receive for winning Backyard battles, you'll earn stars you can cash in for items. You'll earn your first star just for competing in a Backyard event, earn a second star for winning, and net a third star for completing the bonus objective. Most of the products are rather pedestrian, but if you can get three stars on each of the 20 missions, you'll be rewarded with a great weapon and ring.

5 stars—Forbidden Explosives x4

10 stars—Choose one:
- Healing Tank x3
- Mana Bottle x3
- Soul Medicine x1

15 stars—Cape of Illusions x6

20 stars—Invisibility Potion x20

25 stars—Choose one:
- Heal Full x3
- Mana Prime x3
- Ambrosia x1

30 stars—Forbidden Explosives x10

35 stars—Cape of Illusions x6

40 stars—Invisibility Potion x20

45 stars—Forbidden Explosives x14

50 stars—Cape of Illusions x7

59 stars—Backyard White Book

60 stars—Siderite Sword and Siderite Ring

LIGHT CLASS

Bonus Reading Material

Backyard for Beginners
(Location: Prize for winning first battle.)

The Kelolon Battalion!

The first Kelolon battle shouldn't be much of a problem. But wait till you see these guys' brothers.

DETAILS

Victory Prize: Backyard for Beginners

Victory Condition: Defeat all Enemies

Bonus Prize: Slot Seed

Bonus Condition: Let the Kelolons perform Combination four+ times.

ENEMIES

Kelolon Associate x 3
HP: 1,540
Type: Kelolon
Element: Water

NOTE

Drop and steal items don't exist in the Backyard.

BONUS STRATEGY

The Associates have more HP than run-of-the-mill Kelolons, but weathering a few Combination attacks by defending shouldn't be too difficult.

The Festival of Magic

It's a three-way battle between a pair of Kelo-Sisters and a pair of Wise Men. Be the last group standing when the battle is over.

DETAILS

Victory Prize: Mana Bottle x5

Victory Conditions:
Up to 2 PCs
Defeat all enemies
Attacks not allowed
Skills not allowed
Items not allowed

Bonus Prize: Slot Seed

Bonus Condition: Defeat all the enemies yourself

ENEMIES

Kelo-Sister
HP: 770
Type: Kelolon
Element: Water

Wise Man
HP: 770
Type: Magic
Element: Water

BONUS STRATEGY

You don't have to take all the enemies out at once—just those on one side. Single-target spells are fast—have two magic users cast Grounda at either pair of enemies.

Pure Gluttony

Long-legged Explosive Bugs loom large behind weaker Magic Insects. The only important targets are the Explosive Bugs; you don't have to squash the Magic Insects unless you want to.

DETAILS

Victory Prize: Power Drink x10

Victory Condition: Defeat the Explosive Bugs

Bonus Prize: Slot Seed

Bonus Condition: Let the Explosive Bugs prey on the Magic Insects at least three times each.

ENEMIES

Explosive Bug x 2
HP: 4,110
Type: Organic
Element: Wind

Magic Insect x 5
HP: 1,120
Type: Organic
Element: Wind

BONUS STRATEGY

You're best off letting Explosive Bugs gobble up the Magic Insects, as it lowers the enemy GC.

Two Eyeballs

The Evil Eye has brought is own protection staff. Push aside the White Dogs, then give the Evil Eye the tip of your sword.

DETAILS

Victory Prize: Healing Potion x5

Victory Conditions:
Win within 10 turns
Defeat the Evil Eye

Bonus Prize: Slot Seed

Bonus Condition: Defeat at least four White Dogs before defeating the Evil Eye

ENEMIES

Evil Eye
HP: 2,670
Type: Spirit Magic
Element: None

Cyclops
HP: 1,240
Type: Mechanical
Element: None

White Dog
HP: 1,360
Type: Beast
Element: None

BONUS STRATEGY

Don't even try to hit the Cyclops—if you defeat it, no more White Dogs will be summoned. Be sure to have the Anti-Petrify skill equipped!

Puppet Master

The Puppet Masters have the poor Controlled Ones at their mercy. Take down the Puppet Masters quickly before the Controlled Ones are trapped forever.

DETAILS

Victory Prize: Slot Seed

Victory Conditions:
Defeat the Puppet Masters
Spare the Controlled Ones

Bonus Prize: Poisonous Red Snake x5

Bonus Condition: Win the challenge in 10 turns or less

ENEMIES

PUPPET MASTER X 3
HP: 770
TYPE: MAGIC
ELEMENT: NONE

CONTROLLED ONE X 2
HP: 3,360
TYPE: NONE
ELEMENT: NONE

BONUS STRATEGY

If your characters are strong enough, you should be able to target the Puppet Masters directly despite the GC. If not, get one clean hit on each Controlled One, then resume attacking the Puppet Masters. Remove the Counter skill to prevent accidentally knocking out any of the Controlled Ones.

MIDDLE CLASS

BONUS READING MATERIAL

Backyard Weekly
(Location: Gongora's Mansion—Secret Cave)

POOR LITTLE KELOLON!

A couple of innocent Kelolons have been ambushed by some elemental monsters. Keep the sick Papa alive while knocking out the Kelolons' captors.

DETAILS

VICTORY PRIZE: KELO-VITAMIN X10

VICTORY CONDITIONS:
DEFEAT THE WILD BALLS
DON'T DEFEAT THE KELOLON PAPA

BONUS PRIZE: SLOT SEED

BONUS CONDITION: KEEP THE KELOLON MAMA ALIVE

ENEMIES

WILD WIND BALL
HP: 1,880
TYPE: MAGIC
ELEMENT: WIND

WILD FIRE BALL
HP: 1,880
TYPE: MAGIC
ELEMENT: FIRE

WILD EARTH BALL
HP: 1,880
TYPE: MAGIC
ELEMENT: EARTH

KELOLON PAPA
HP: 2,820
TYPE: KELOLON
ELEMENT: WATER

KELOLON MAMA
HP: 1,880
TYPE: KELOLON
ELEMENT: WATER

BONUS STRATEGY

Because Papa starts out the battle with a Poison condition, your impulse is to act quickly. Careful—if you kill the enemies too quickly you could end up striking the Kelolons by mistake. Have your party assail the Wild Balls from left to right—when the first enemy dies, your next ally will target the next enemy from the left instead of a Kelolon.

ART OF INNER SIGHT

The King Owl flaps its wings high above the battle. Bring him down to earth after laying waste to the Insector pawns lined up in front of him.

DETAILS

VICTORY PRIZE: MONSTER BIRD'S PLUME X10

VICTORY CONDITIONS:
DEFEAT ALL ENEMIES
DARK STATUS
SEAL STATUS

BONUS PRIZE: SLOT SEED

BONUS CONDITION: DEFEAT KING OWL FIRST

ENEMIES

KING OWL
HP: 1,830
TYPE: AERIAL
ELEMENT: WIND

INSECTOR X 5
HP: 1,510
TYPE: HARDENED
ELEMENT: EARTH

BONUS STRATEGY

You can't remove the status ailments via items, nor can you use spells, so magic users aren't helpful in this fight. The Darkness status ailment doesn't mean that *all* your attacks will miss—keep targeting the King Owl and use Absorb Attack to fend off the Insector jabs. Remember that you're not on a round count.

THE MANTALAS' RETURN!

Mantalas and his cohorts don't like to get pushed around, so when you attack, they'll push back with powerful counters. Mantalas is the only vital target, so get to him before the others get to you!

DETAILS

VICTORY PRIZE: CURE-ALL X5

VICTORY CONDITION: DEFEAT THE MANTALAS

BONUS PRIZE: SLOT SEED

BONUS CONDITION: DON'T LET ANY ALLY GET KO'D

ENEMIES

MANTALAS
HP: 4,180
TYPE: ORGANIC
ELEMENT: WATER

MANTA X 4
HP: 960
TYPE: ORGANIC
ELEMENT: WATER

BONUS STRATEGY

Give the Mantas a taste of their own medicine with your own counter skills—they can't counter a counter! Otherwise, load up on magic users and slam them with Ground spells and Force spells. Mantalas is in the front row, so take it out before it can wreak havoc with Toxin and Petrify ailments.

AGAINST ALL ODDS

4
Complete Defense

It's a one-on-one grudge match between the Crown Prince of Uhra and a pitiful Khent soldier. May the best man win!

DETAILS

VICTORY PRIZE: HEAL FULL X3

VICTORY CONDITIONS:
TOLTEN ONLY
DEFEAT ALL ENEMIES

BONUS PRIZE: SLOT SEED

BONUS CONDITION: DO NOT USE ANY ITEMS OR SPELLS

ENEMIES

DELINQUENT SOLDIER
HP: 4,110
TYPE: NONE
ELEMENT: NONE

BONUS STRATEGY

You might not be able to use healing items, but HP-absorbing rings do the job just fine. Your foe will attempt to inflict the Poison status ailment on Tolten; use the Antidote Brooch to prevent its effect.

FIREWORKS NIGHT

The fiery Balloons are full of hot air. Find a way to burst their bubbles.

DETAILS

VICTORY PRIZE: FLARE BOMB X5

VICTORY CONDITION: DEFEAT ALL ENEMIES

BONUS PRIZE: PANDORA'S BOX X5

BONUS CONDITION: WIN THE FIGHT IN TWO TURNS OR LESS

ENEMIES

BALLOON X 5
HP: 1,370
TYPE: NONE
ELEMENT: FIRE

BONUS STRATEGY

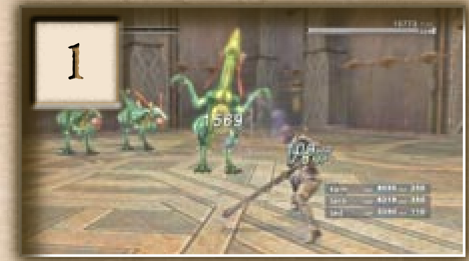
There's a simple way to defeat all of the Balloons—let them do it to themselves. Cast All-Flare on the whole group of enemies with your fastest magic user, then watch as they cast Flare Mine on themselves. The next round, every one of them will cast Huge Explosion, removing them from battle one by one. Remember to equip the Absorb Fire or Fire Proof skills!

HEAVY CLASS

BONUS READING MATERIAL

Biography of Backyard
(Location: Terrace Cave—Defeat the Money-Money.)

MEAT EATERS



These monsters think they can go it alone, but they might need a little help from daddy. Make 'em extinct before they can call for backup.

DETAILS

VICTORY PRIZE: SOUL MEDICINE X3

VICTORY CONDITION:
UP TO THREE CHARACTERS
DEFEAT ALL ENEMIES

BONUS PRIZE: SLOT SEED

BONUS CONDITION: DEFEAT THE RAPTOR BOSS

ENEMIES

RAPTOR X7+
HP: 1,000
TYPE: BEAST
ELEMENT: FIRE

RAPTOR BOSS
HP: 2,970
TYPE; BEAST
ELEMENT: FIRE

BONUS STRATEGY

This is similar to the battle with Don Laploss; the Raptors will call in allies for a while before fetching the big man. Go on the offensive only when you need to thin out the herd a little. Watch out for the Raptor Boss—he uses both Darkness and Toxin attacks. There's no restriction on item use, so keep yourself healthy and fit until he arrives.

A Germ of Annoyance

With your health in jeopardy and your backs against the wall, push back against the unknown horrors. This is a place for fighters only—no magic is allowed, and HP is at a premium.

DETAILS

Victory Prize: Slot Seed

Victory Conditions:
Defeat all enemies
Poison status
Dizzy status
Seal Status

Bonus Prize: Ochre Earth Amulet

Bonus Conditions: Do not resurrect any fallen allies

ENEMIES

Experiment No. 42
HP: 800?
Type: ?
Element: ?

Gaintoad
HP: 800?
Type: ?
Element: ?

BONUS STRATEGY

You'll be fully in the dark about the enemies' stats. It's an all-or-nothing onslaught—beat them before the toxin beats you. Use Taunt in combination with HP Absorb to draw fire and keep the target ally healthy. Immortal recoveries count as resurrections, so either beat them before the immortals come back or stick with an all-mortal lineup. The Persistence skill will give your fighters one more round of attacks before they fall.

Shared Frontline

The Eastern Sage apparently likes playing with dolls—dolls that will attack anything that gets near him. Kill all the Doll Queens you want; the Neo Generators will make more.

DETAILS

Victory Prize: Mana Prime x3

Victory Condition: Defeat the Eastern Sage

Bonus Prize: Slot Seed

Bonus Condition: Defeat 15 or more Doll Queens

ENEMIES

Eastern Sage
HP: 5,240
Type: Spirit Magic
Element: None

Doll Queen x 4+
HP: 1,130
Type: Magic
Element: None

Neo Generator x2
HP: 1,830
Type: Mechanical
Element: None

BONUS STRATEGY

Given the Eastern Sage's propensity to cast All-Seal, magic users aren't all that necessary in this fight. Keep a tally of how many Dolls you defeat so you don't lose track. The Neo Generators will hit you with status ailments only when they're not busy assembling more Dolls. Otherwise, just try to stay alive and watch out for the Eastern Sage's Shadowus attack.

Enter Kelolon Commander!

The poor Kelolons just don't know when to stop. This time, a company of the large-helmeted lads aims to march all over you, while their commander supports them all the way (at a safe distance, of course).

DETAILS

Victory Prize: Kelo-Oil x10

Victory Condition: Defeat all enemies

Bonus Prize: Slot Seed

Bonus Condition: Defeat the Kelo Brigadier Captain first

ENEMIES

Kelo Brigadier Captain
HP: 6,780
Type: Kelolon
Element: None

Kelo-Ranger x3
HP: 3,390
Type: Kelolon
Element: Water

BONUS STRATEGY

The Kelo Brigadier Captain is well-defended by his front line of troops. Fortunately, Sed knows the way through to him. Have your immortals learn Lucky GC Ignore from the old pirate, then target the captain with their best attacks. Watch out! The Kelo-Ranger's Combination move is way stronger than you've ever seen it before. Not to worry, though—this might surprise you, but it won't kill you. Go get 'em.

ABSENCE OF IMMORTALS

You don't have to be a thousand years old to have a little fun—this fight is for the mortals only. You'll be revisiting an old friend who's learned some new tricks. There's no hiding from this beast's massive attacks now!

DETAILS

VICTORY PRIZE: GODLY DRAGON TEARS X3

VICTORY CONDITIONS:
ALL FIVE MORTALS REQUIRED
DEFEAT ALL ENEMIES

BONUS PRIZE: SLOT SEED

BONUS CONDITION: DON'T USE ANY SKILLS

ENEMIES

DINOZAORO
HP: 34,080
TYPE: ORGANIC
ELEMENT: NONE

BONUS STRATEGY

The restriction for winning the bonus applies only to actual skill attacks—giving Mack and Cooke accessories to enable Black Magic spells will still earn you the Slot Seed. It's a good idea to do just that—Forcea and Forceus are much more powerful attacks than either could muster physically. Dinozaoro loves to mess with your formation—Give Tolten the General's Pen to keep him in the front row and keep your GC intact.

SUPER HEAVY CLASS

BONUS READING MATERIAL

New Backyard Journal
(Location: Temple of Enlightenment—Altar of Truth; defeat Legendary Spirit Sorcerer Fu.)

AH, FIREWORKS FOREVER!

Light up the battlefield against a host of fiery balloons. Careful—eliminate one baddie, and another might just take its place.

DETAILS

VICTORY PRIZE: GODDESS MEDICINE X5

VICTORY CONDITION: DEFEAT ALL ENEMIES

BONUS PRIZE: SLOT SEED

BONUS CONDITION: DON'T LET ANY ALLY GET KO'D

ENEMIES

BABALLOON X6+
HP: 5,760
TYPE: NONE
ELEMENT: FIRE

BONUS STRATEGY

Just like in the earlier Fireworks fight, the trigger for getting the enemies to self-destruct is to douse them in fire. Cast All-Flarus in the first round to coax them into using Self Destruct (after first performing Mindus), then protect yourself by having the Nullify All Elements, Absorb Fire, or Fire Proof skill equipped. Any other form of attack will only make matters worse, as the Baballoons will resurrect fallen comrades faster than you can take them down.

MASTER RING USER

Time to face the ultimate ring challenge. Pay attention to the directions the soldier gives, and repeat them with the appropriate ring attack or face the wrath of his pet dog.

DETAILS

VICTORY PRIZE: 30 HEALING MEDICINES

VICTORY CONDITIONS:
KAIM REQUIRED
SKILLS NOT ALLOWED
SPELLS NOT ALLOWED
ITEMS NOT ALLOWED
DEFEAT VETERAN SOLDIER

BONUS PRIZE: WHITE CHARM

BONUS CONDITION: DEFEAT SUBEL THE HOUND FIRST, THEN GALIS

ENEMIES

VETERAN SOLDIER GALIS
HP: 27,290
TYPE: NONE
ELEMENT: NONE

SUBEL THE HOUND
HP: 81,950
TYPE: BEAST
ELEMENT: NONE

BONUS STRATEGY

Have one of the support characters use a Poison Ring to hit the hound; have Kaim stay focused on Galis. Once Subel is defeated, you're in for a fight. Galis will stop the ring-matching business and start wailing on you. Have Seth and Kaim attack as often as possible; Sarah and Ming should always defend; they're just there as fodder to make sure the battle lasts long enough for the other two to do their business.

Manny Fever

Get your money's worth against a host of gambling goons. Heads you win. Tails . . . well, watch your head.

DETAILS

Victory Prize: Slot Seed

Victory Conditions:
Win within 10 turns
Defeat all enemies
3+ successful coin tosses

Bonus Prize: Ruin Mask x5

Bonus Condition: 10+ successful coin tosses

ENEMIES

Money x4
HP: 10,170
Type: None
Element: Earth

BONUS STRATEGY

You can use Fire-element attacks to encourage the Moneys to do coin tosses, but the faster way is to have your immortals learn Slot Hit—they'll flip their coins every time. Don't worry about doing too much damage—they have plenty of HP and you don't have a lot of time to take it all off.

Kelolon Battalion Head

The Kelo-Thug is hardly a leader—he's kinda weak and prone to running away. The Kelolons might not know how to choose their officers, but they sure know how to choose their bodyguards.

DETAILS

Victory Prize: Kelolon Heart x5

Victory Condition: Defeat all enemies

Bonus Prize: Slot Seed

Bonus Condition: Defeat the Kelo-Thug before he escapes

ENEMIES

Kelo-Thug
HP: 2,320
Type: Kelolon
Element: None

Bodyguard x2
HP: 16,240
Type: Kelolon
Element: None

BONUS STRATEGY

You can use Taunt to keep the Kelo-Thug in battle, but you'll just be subjecting yourself to more Bodyguard brutality; instead use Break Hit against the Kelo-Thug and cross your fingers that you hit him before he takes off.

IMMORTAL CLASS

Bonus Reading Material

Backyard White Book
(Location—Backyard; exchange 59 stars)

The Immortal One

All the practice and hard work you've put into your previous Backyard battles will do little to prepare you for the Immortal One. Buckle down for a long and difficult fight.

DETAILS

Victory Prize: Slot Seed

Victory Condition: Beat the Immortal One

Bonus Prize: Quad-Element Seal

Victory Condition: Win the battle in 30 turns or fewer

ENEMIES

Immortal One
HP: 175,000
Type: Aerial
Element: Earth

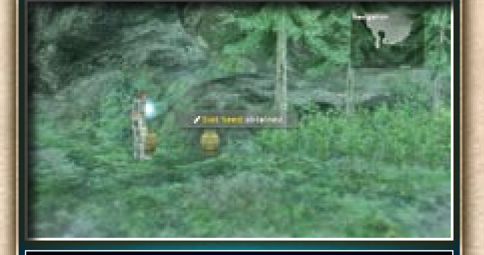
BONUS STRATEGY

For as challenging as the Immortal One is, the strategy to beat him isn't terribly complicated. Use the spell Divide, which does the same amount of damage as the caster's HP, and Reversa, which does the amount of damage the caster has lost. Put all of your immortals in your party so you don't have to spend time healing. Persistence and Magic Absorb will give your team a good shot at staying alive, but you'll still need a lot of luck. Just keep in mind that there isn't enough room in the world for another immortal!

SLOT SEEDS

Use Slot Seeds to increase the number of skills your Immortals can equip simultaneously. Slot Seeds can be acquired in a number of ways, including searching treasure spots, completing sub-quests, and winning at Backyard Events. There are 48 Slot Seeds in all; each of the four Immortals can use a maximum of 12 of them. Slot Seeds don't do their work automatically; you must use them on a character to add the new slot. Don't forget to equip a new skill after using the Slot Seed.

01 | DISC 1 |



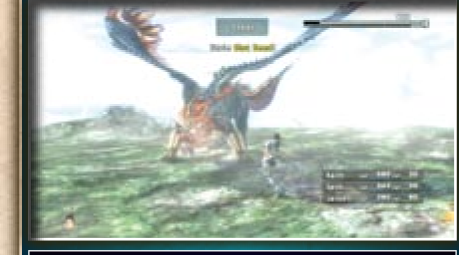
Location

Ipsilon Mountains—Valley Road

Description

Search in the yellow pot.

02 | DISC 1 |



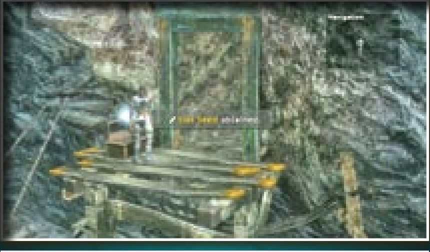
Location

Ipsilon Mountains—Peak

Description

The Grilgan will drop the Slot Seed when you defeat it in battle. (Alternatively, you can steal the Slot Seed during battle.)

03 | DISC 1 |



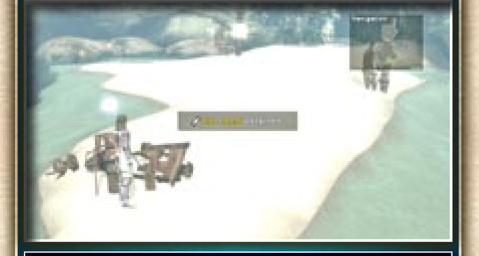
Location

Ipsilon Mountains—Mining Site

Description

On the second landing from the top, break through the blocks and go through the short cave to the treasure box on the ledge.

04 | DISC 1 |



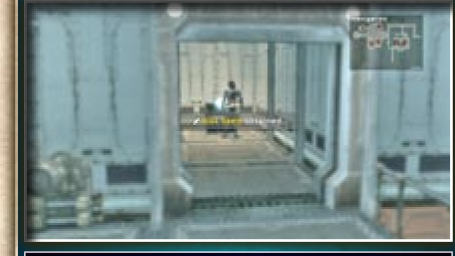
Location

Sea of Baus—Beach of the Wastes

Description

Sea of Baus—Beach of the Wastes
Ram the magic device located on the narrow strip of sand in the middle of the area.

05 | DISC 1 |



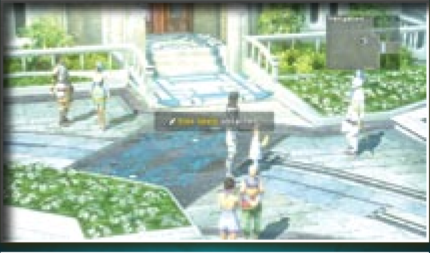
Location

The White Boa—Engine Room

Description

Sneak past the sleeping security guard, then press the button on the far wall to open a door and reveal a treasure box.

06 | DISC 1 |



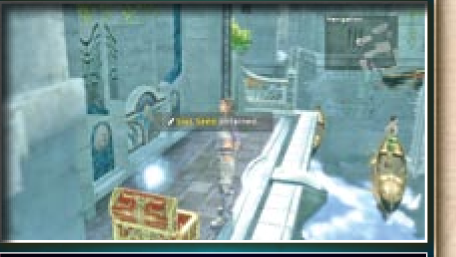
Location

Numara—White Square

Description

Play tag with the little girl near the fountain. Catch her to receive a prize.

07 | DISC 1 |



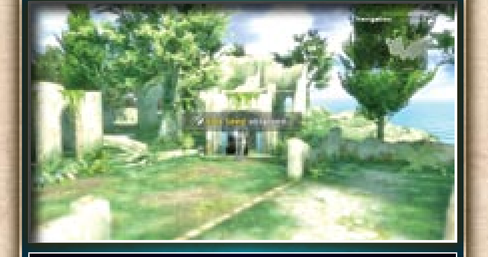
Location

Numara—Main Street

Description

Climb the ladder behind Ninn's Boutique, then cross the canal and descend another ladder to find a treasure chest

08 | DISC 1 |



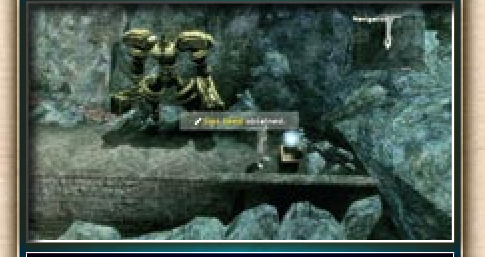
Location

Ghost Town

Description

Head past Lirum's house to the farthest section of the Ghost Town and open a treasure chest within a small vestibule.

09 | DISC 1 |



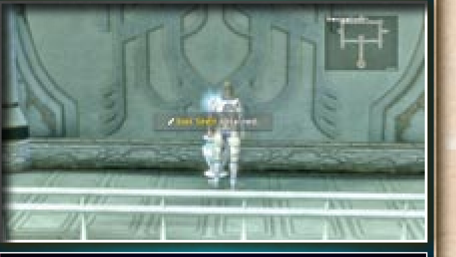
Location

Sorcerer's Shrine – Dungeon Shrine

Description

Run past the Earth Colossi to the right of the boss door and open the treasure chest.

10 | DISC 2 |



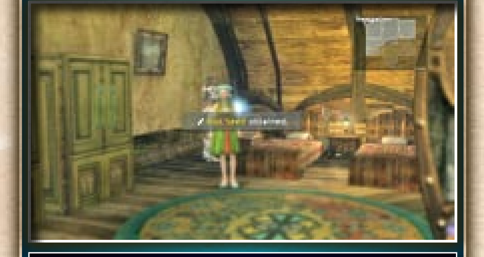
Location

Numara Palace—Corridor Garden

Description

Search a pot on the second floor of the garden before entering the second elevator.

11 | DISC 2 |



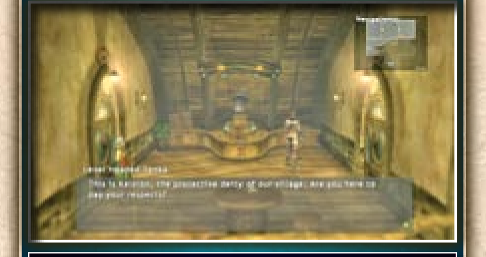
Location

Tosca Village—Tolty's Inn

Description

Open the treasure chest in the left room upstairs at the inn.

12 | DISC 2 |



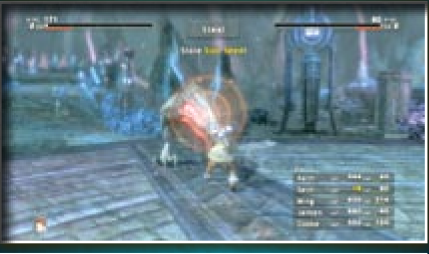
Location

Tosca Village—Tolty's Inn

Description

Speak to the girl next to the Kelolon statue, then put wreaths on enough Kelolon statues in Tosca Village.

13 | DISC 2 |



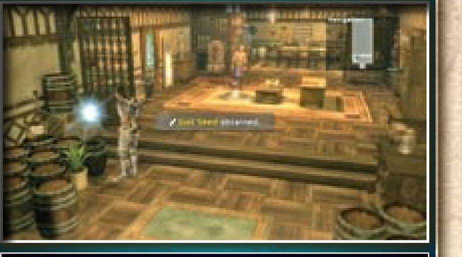
Location

Black Cave

Description

Use the Steal skill against the Rough Queen (you can steal a second Slot Seed if you allow her to flee and steal it again).

14 | DISC 2 |



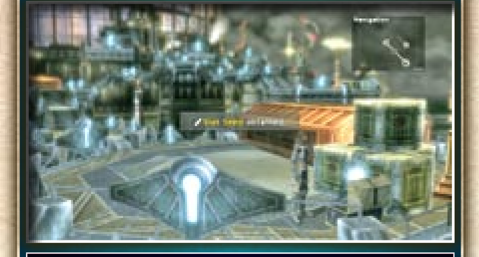
Location

Saman—House of Riordan the Merchant

Description

Search inside the pot at the rich man's house.

15 | DISC 2 |



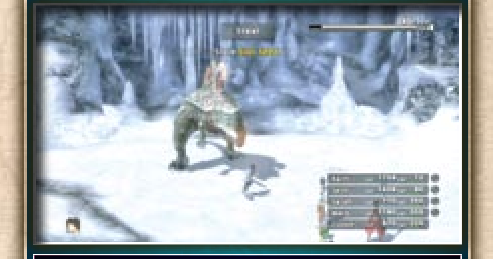
Location

Samanese Merchant Ship (Experimental Staff)

Description

After disembarking from the merchant ship, examine the treasure chest at the end of the dock.

16 | DISC 3 |



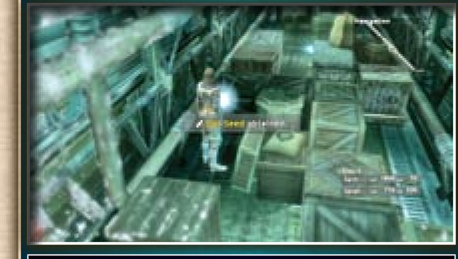
Location

Ice Canyon—Snowy Plateau

Description

The Dinozaoro will drop the Slot Seed when you defeat it in battle. (Alternatively, you can steal the Slot Seed during battle.)

17 | DISC 3 |



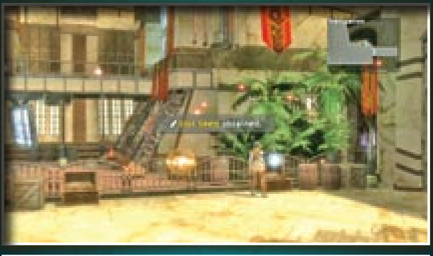
Location

Aurora-Bound Train—Freight Car

Description

Search the sparkling spot on the floor near the boxes in the first freight car.

18 | DISC 3 |



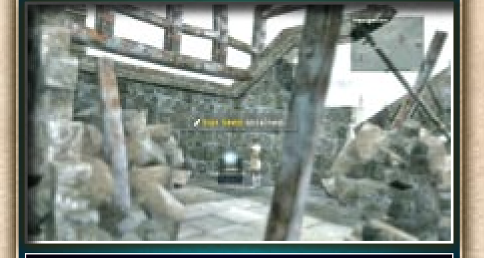
Location

Uhra—Castle of Uhra—Station Square

Description

After witnessing Gongora's coronation, open the treasure chest next to the save point.

19 | DISC 3 |



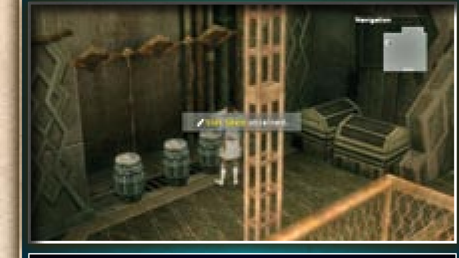
Location

Old Gohtza—Western District (after it freezes over)

Description

Playing as Jansen and Ming, go down the hidden alley to find a treasure chest.

20 | DISC 3 |



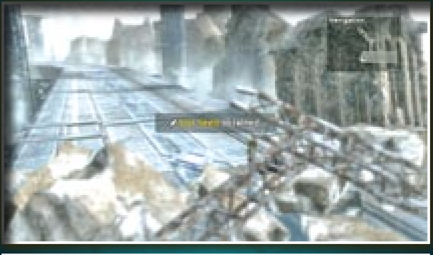
Location

Gohtza Low Town—Backyard

Description

Kick one of the buckets next to the backyard fighting arena.

21 | DISC 3 |



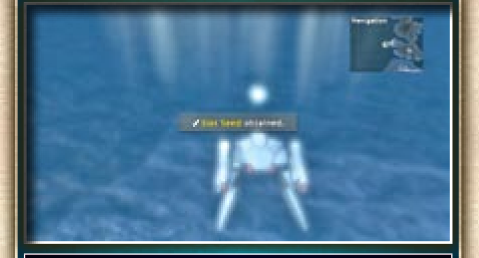
Location

Old Gohtza—Eastern District (after it freezes over)

Description

Playing as Jansen and Ming, search the treasure chest that's partially obscured by debris on the train tracks.

22 | DISC 4 |



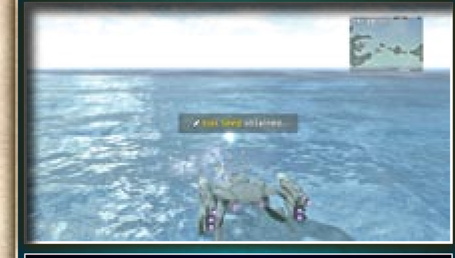
Location

Under the Sea

Description

Dive below the surface and examine the rising bubbles near the western shore of Uhra.

23 | DISC 4 |



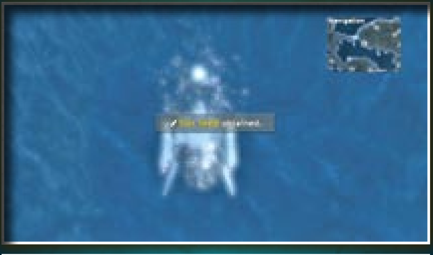
Location

Arthrosaurus Minigame

Description

Examine the school of fish in the Bay of Numara while battling the Arthrosaurus.

24 | DISC 4 |



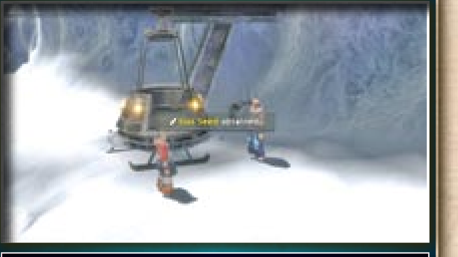
Location

Under the Sea

Description

Dive below the surface just off the coast of the Sea of Baus and examine the rising bubbles.

25 | DISC 4 |



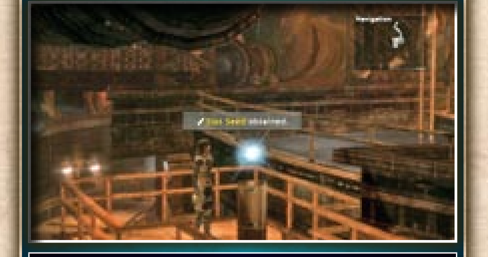
Location

Pirate Fortress

Description

Learn of Sed's missing crewmembers, find them at the Sea of Baus, the Sorceress' Mansion, and Kelolon Village, then return to the Pirate Fortress.

26 | DISC 4 |



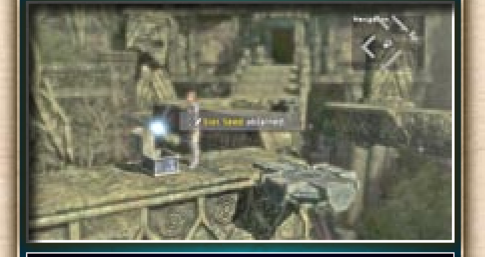
Location

Grand Staff—Second Boiler

Description

Climb the first ladder and kick the canister at the other end of the scaffolding.

27 | DISC 4 |



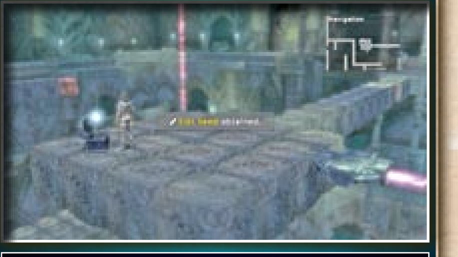
Location

Temple of Enlightenment

Description

Ride the platforms to the treasure chest in the middle of the first area.

28 | DISC 4 |



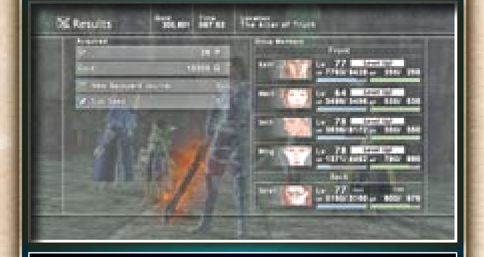
Location

Temple of Enlightenment—Square of Eternity

Description

Open the treasure chest on the central lower platform.

29 | DISC 4 |



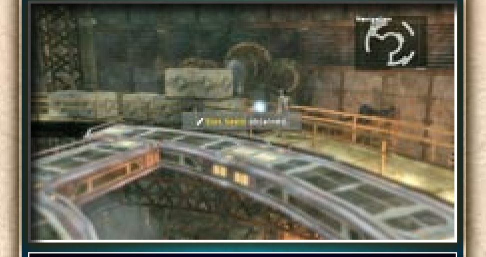
Location

Temple of Enlightenment

Description

Loot the Legendary Spirit Sorcerer.

30 | DISC 4 |



Location

Grand Staff—Mechanical Lift

Description

Rotate the lift twice on the second level of the Mechanical Lift to reach a treasure chest.

Slot Seeds Won in Backyard Events

31. Bonus Prize in "The Kelolon Battalion!"
32. Bonus Prize in "The Festival of Magic"
33. Bonus Prize in "Pure Gluttony"
34. Bonus Prize in "Two Eyeballs"
35. Normal Prize in "Puppet Master"
36. Bonus Prize in "Poor Little Kelolon!"
37. Bonus Prize in "Art of Inner Sight"
38. Bonus Prize in "The Mantalas' Return!"
39. Bonus Prize in "Against All Odds"
40. Bonus Prize in "Meat Eaters"
41. Normal Prize in "A Germ of Annoyance"
42. Bonus Prize in "Shared Frontline"
43. Bonus Prize in "Enter Kelolon Commander!"
44. Bonus Prize in "Absence of Immortals"
45. Bonus Prize in "Ah, Fireworks Forever!"
46. Normal Prize in "Manny Fever"
47. Bonus Prize in "Kelolon Battalion Head"
48. Normal Prize in "The Immortal One"

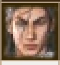
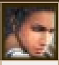
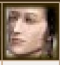
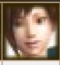
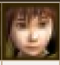
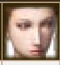
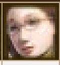
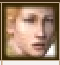
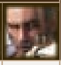
ITEMS

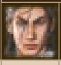
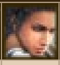
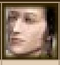
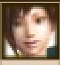
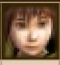
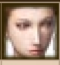
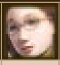
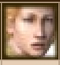
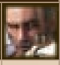
The following table provides info for all of *Lost Odyssey*'s consumable items, including descriptions, costs, and resale values.

Item	Description	Cost	Resale
Healing Medicine	Restores 100 HP to one party member	40	10
Healing Herb	Restores 500 HP to one party member	120	40
Healing Tank	Restores 1,500 HP to one party member	360	120
Heal Full	Completely restores HP to one party member	1,080	360
Mana Herb	Restores 75 MP to one party member	60	20
Mana Capsule	Restores 250 MP to one party member	180	60
Mana Bottle	Restores 500 MP to one party member	540	180
Mana Prime	Completely restores MP to one party member	1620	540
Healing Potion	Restores 100 HP and 50 MP to one party member	200	70
Soul Medicine	Restores 750 HP and 375 MP to one party member	600	200
Ambrosia	Restores 1,500 HP and 750 MP to one party member	900	300
Antidote	Recovers one party member from Poison	15	10
Eye Drops	Recovers one party member from Blind	20	10
Kelo-Vitamin	Transforms one party member from human to Kelolon status or vice versa	30	10
Smelling Salts	Recovers one party member from Dizziness	35	10
Anti-Paralysis Herb	Recovers one party member from Paralysis	20	10
Brave Fruit	Recovers one party member from Terror	40	10
Seal Clear	Recovers one party member from Seal	40	10
Stone Beast's Thorn	Recovers one party member from Petrify	50	20
Mint Powder	Recovers one party member from Sleep	25	10
Blazing Ruby	Recovers one party member from Freeze	45	20
White Flame Rock	Recovers one party member from Darkness	50	20
Bind Healer	Recovers all allies from Formation Paralysis	45	20
Cure-All	Recovers one party member from any status ailment	300	100
Godly Dragon Tears	Fully recovers one party member's HP, MP, and any status ailments	600	10
Angel's Plume	Revives one party member and slightly restores HP	150	50
Goddess Medicine	Revives one party member and fully restores HP	4,050	10
Power Drink	Raises one party member's physical attack power	1,000	10
Flare Bomb	Inflicts light Fire-element damage on one enemy	100	30
Flara Bomb	Inflicts medium Fire-element damage on one enemy	500	170
Flarus Bomb	Inflicts major Fire-element damage on one enemy	1,000	330
Aqua Bomb	Inflicts light Water-element damage on one enemy	100	30
Aquara Bomb	Inflicts medium Water-element damage on one enemy	500	170
Aquaus Bomb	Inflicts major Water-element damage on one enemy	1,000	330
Wind Bomb	Inflicts light Wind-element damage on one enemy	100	30
Winda Bomb	Inflicts medium Wind-element damage on one enemy	500	170
Windus Bomb	Inflicts major Wind-element damage on one enemy	1,000	330
Ground Bomb	Inflicts light Ground-element damage on one enemy	100	30
Grounda Bomb	Inflicts medium Ground-element damage on one enemy	500	170
Groundus Bomb	Inflicts major Ground-element damage on one enemy	1,000	330
Slot Seed	Gives an immortal an extra skill slot	—	—

WEAPONS

HERE YOU'LL FIND EVERYTHING YOU NEED TO KNOW ABOUT THE GAME'S WEAPONS, INCLUDING WHICH CHARACTERS CAN WIELD THEM AND POWER, COST, AND RESALE VALUES. YOU'LL ALSO FIND LOCATION DETAILS, SO YOU CAN TRACK DOWN YOUR ARSENAL WITH EASE.

Item	Power	Character									Cost	Resale	Location
													
38 Caliber Magic Rifle	88									X	—	—	Sed's default weapon
64 Caliber Magic Rifle	133									X	—	10	Complete Cubic Music Score 6
88 Caliber Magic Rifle	186									X	—	10	Old Sorceress' Mansion — Hermitage (Steal from Persona)
99 Caliber Magic Rifle	247									X	—	10	Numara (Steal during second Kakanas battle)
Adamantis	28	X	X						X		—	—	Give the Pipots 20 Seeds
Age of the King	420								X		—	—	Uhra — Amphitheater of the Sky (Defeat the Golden Knight)
Angel Feather	44				X						—	—	The Great Ancient Ruins — Throne of Sun (Steal from Ancient Fiend)
Apocalypse Rod	56			X							—	—	World Map — Undersea ("Sunken in the Sea of Baus" treasure hunt)
Battle Discus	26					X					1,380	460	Mountain Village Tosca — Pippo's General Store
Black Pole	17			X								470	Mountain Village Tosca — Pippo's General Store
Bright Ankh	20			X	X		X	X			2,080	690	City of Saman — Oreego's Emporium
Ceremonial Sword	119								X		—	—	Tolten's default weapon
Chakra Arm	46					X					3,800	1,270	Gohtza — Sigrum's Weapon Emporium
Circular Dance Discus	67					X					—	—	Gohtza Station — Platform
Crescent Rod	16							X			100	—	Sarah's default weapon
Dark Crystal Staff	18			X							—	—	Mountain Village Tosca ("Tosca Treasure Hunt" treasure hunt)
Demon King's Horn	44			X							—	—	Gongora Mansion — Magic Experimentation Laboratory ("King Gongora's Secret" treasure hunt)
Demon Warrior's Blade	50	X	X						X		—	—	Crimson Forest — Maze of Gloom (requires Mack in your party)
Durandal	277	X									—	—	Ipsilon Mountains — Mining Site (Give the Orichalcum to the blacksmith)
Elder Baton	20				X						2,200	730	City of Saman — Oreego's Emporium
Ether Torch	24				X						3,550	1,180	Gohtza — Sigrum's Weapon Emporium
Force Staff	11			X	X		X	X			810	270	Numara — Ninn's Boutique
Full Blade	83	X	X						X		3,600	1,200	Gohtza — Sigrum's Weapon Emporium
Gaia Breaker	119	X	X						X		—	—	Castle of Uhra — Station Square ("Hidden Treasure in Station Square" treasure hunt)
Gravity Rave	254		X								—	—	The Forgotten Cave (Defeat the Cave Worm)

Item	Power	Character									Cost	Resale	Location
													
Hard Spatha	60	X	X						X		2,000	670	City of Saman — Oreego's Emporium
Heaven's Branch	37				X						13,500	4,500	Grand Staff — Maintenance Lift (Third level, accessible after pressing the switch on the fourth level)
Holy Scepter	30			X	X		X	X			5,400	1,800	Gohtzan Refugee Camp — Storage Tent
Inferno Horn	37			X							13,000	4,330	Grand Staff — Transportation Lift (Third level)
Innocence Baton	27				X						—	—	Gohtza — Casino — Gambler's Hideout
Kelonga Sword	195	X	X						X		30,000	10,000	Kelolon Village — Kelolon Shop
Killing Cutlass	44	X	X						X		1,200	400	Mountain Village Tosca — Pippo's General Store
Light Staff	4			X							100	—	Jansen's default weapon
Lightweight Saber	23	X	X						X		500	170	Grand Staff Construction Site — Black Market Distribution Service Inc.
Lord Spire	24			X							3,500	1,170	Gohtza — Sigrum's Weapon Emporium
Lucent Dragon Discus	140					X					—	—	The Great Ancient Ruins — Throne of Sun ("Art Piece from the Ruin" treasure hunt)
Magic Rifle of Aneira	392									X	—	—	Find all of Sed's crewmates
Master Sword	254								X		—	—	Black Cave — Helltrap (Break Royal Seal)
Old Battle Discus	23					X					100	—	Mack's default weapon
Phoenix Discus	184					X					—	—	The Temple of Enlightenment — Altar of Truth ("What the Cursed Mask Guards" treasure hunt)
Platinum Brand	140	X	X						X		14,000	4,670	Numara — Hiss's Variety Store (purchase only after second Kakanas battle)
Platinum Sword	17	X									100		Kaim's default weapon
Power Shell	40					X					2,190	730	City of Saman — Oreego's Emporium
Princess Cane	16						X				100		Ming's default weapon
Quarter Staff	17			X	X		X	X			1,270	420	Mountain Village Tosca — Pippo's General Store
Ranunculus	11				X						100	—	Cooke's default weapon
Red Snake	73	X	X						X		—	—	Experimental Staff — Power Division
Rough Edge	112	X	X						X		5,300	1,770	Gohtzan Refugee Camp — Storage Tent
Royal Knight's Sword	206								X				City of Uhra — Back Alley Near Castle
Rune Stick	47			X	X		X	X			32,000	10,670	Kelolon Village — Kelolon Shop
Sacred Torch	33				X						—	—	Gohtzan Refugee Camp — Storage Tent (Bring Don Laploss Claws to the merchant)
Saint Rod	8			X	X		X	X			550	180	Grand Staff Construction Site — Black Market Distribution Service Inc.
Siderite Sword	254	X									—	—	Gohtza — Backyard (Earn 60 stars in Backyard competition)
Solid Spartan	83	X	X						X		—	—	City of Saman (Turn in Riordan the smuggler)
Solomon Staff	56				X						—	—	World Map — Underwater ("A Sunken Town" treasure hunt)
Sorcerer's Discus	158					X					16,020	5,340	Grand Staff — Second Boiler
Spire Commander	33			X							—	—	Gohtzan Refugee Camp ("An Item at the Hot Spring" treasure hunt)
Steel Sword	32	X	X								750	250	Numara — Ninn's Boutique
White Fang	15		X								100	—	Seth's default weapon
White Ignis	277		X								—	—	Ipsilon Mountains — Mining Site (Give Orichalcum to the blacksmith)
White Lotus	44					X					—	—	Experimental Staff — Upper Division
Wrath Minder	93					X					5,510	1,840	Gohtzan Refugee Camp — Storage Tent
Wyvern's Tail	149	X	X						X		17,800	5,930	Grand Staff — Magic Control Room (Stop the three spinning wheels when they're horizontal)

ACCESSORIES

Lost Odyssey's massive assortment of accessories is detailed in the following table. In addition to the basic stats—Skill Points, cost, and resale value—we've included descriptions, locations, usage restrictions, and associated skill information. Use this as your guide to selecting (and finding) premium accessories to fit your play style.

Item	SP	Cost	Resale	Description	Usage	Location	Associated Skill	Skill Description
10 Kilo Weight	25	6,000	2,000	An iron weight that stabilizes your legs raises your Stand Firm ability		Arthrosaurus Battle (During the battle, examine the school of fish west of Numara)	Stand Firm	Reduces GC loss when attacked for a short while
1000 Year Memories	50	—	—	A special armband that unleashes the user's latent abilities	Immortals only	Numara Atoll (Defeat the Holy Beast)	Slot + 10	Increases Skill Slots by 10
Accelerator	100	—	—	A magic engine that enhances the casting speed of the wearer		Available via Xbox Live Marketplace	Reduce Casting Time 3	Significantly reduces spellcasting time
Adept Earrings	20	750	250	Earrings worn by adept sorcerers		Numara Palace — Corridor Garden (Open the treasure chest in the southwest corner of the first floor)	Lv3 Black-White Magic	Enables use of Black and White Magic up to Level 3
Alarm Clock	20	480	160	A magic clock that sounds an alarm if its owner falls asleep		Numara (Purchase at Ninn's Boutique)	Anti-Sleep	Grants immunity to Sleep
Amulet	10	—	—	A mysterious necklace that protects you from physical attack		Ice Canyon — Blizzard Peak (After scaring the penguin off the cliff, chase it onto the lower level of the canyon)	Absorb Attack	Occasionally absorbs the damage inflicted by enemies
Aneira's Plume	50	—	—	A beautiful plume from a white-feathered familiar		Forgotten Cave (Defeat the Cave Worm)	Absorb Wind	Absorbs Wind-element damage
Angel Guard	40	—	—	An angel's charm that protects against all status ailments	Requires Special Accessory skill	Forgotten Cave (Complete the "Hidden in the Cave" treasure hunt) Temple of Enlightenment — The Corridor of Timelessness (Open the treasure chest on the far upper level on the right)	Ailment Resistance	Grants immunity to all status ailments
Antidote Brooch	20	280	90	A brooch containing a piece of ore that acts as a powerful antidote to Poison		Great Gate — Inside the Tower (Descend in the elevtor, then ram the pillar upright to knock the helmet loose)	Anti-Poison	Grants immunity to Poison
Apprentice Earrings	15	500	170	Earrings worn by apprentice sorcerers		Sea of Baus — Beach of the Wastes (Ram the rusted magic device toward the back-right of the area)	Lv2 Black-White Magic	Enables use of Black and White Magic up to Level 2
Awakening Bracelet	20	5,000	—	A special armband that unleashes the user's latent abilities	Immortals only	Saman Main Street (Purchase randomly from the crow trader before heading to the Experimental Tower)	Slot + 3	Increases Skill Slots by 3
Berserker Necklace	8	220	70	A berserker's armband that gushes with power in times of need		Gongora's Mansion — Hallway (Search the middle treasure chest in the hallway behind the Magic Research Lab)	Crisis Attack Boost	Increased magical and physial attack power during critical HP status

Item	SP	Cost	Resale	Description	Usage	Location	Associated Skill	Skill Description
Black Belt	10	—	—	A black belt often used by hand-to-hand fighters		Low Town — Gohtza (Get the letter from a man in the Gohtza Refugee Camp and deliver it to his mother)	Counter Up	Increases counter-attack rate
Blazing Fire Amulet	25	—	—	A talisman that nullifies fire-element attacks		Old Sorceress' Mansion — Courtyard (Complete the "Sarah's Gift" treasure hunt)	Fire Proof	Nullifies fire-element damage
Blue Dragon Eye	50	—	—	An eye of a blue dragon		Snowfields of the Northern Land (Defeat the Blue Dragon)	Absorb Water	Absorbs water-element damage
Bracelet of Efficiency	25	—	—	A bracelet that improves magic control; enables you to cast spells with less MP		Complete the Pipot special seed exchange	MP Conservation	Reduces the MP used by skills and magic
Bronze Spirit Band	8	500	170	A bronze armband with a magic spell carved into it		Numara Atoll (Open the treasure chest in the upper-left corner)	Lv2 Spirit Magic	Enables use of Spirit Magic up to Level 2
Circlet	10	450	150	A gold headband that stabilizes the wearer's mind		Sea of Baus — Crater Island (Use the Steal skill to take it from the Numara White Magician in the battle after Bogimoray)	Relax	Recovers MP when Defend is used
Combat Teachings	10	700	230	A book that describes counterattacking in hand-to-hand combat		Mountain Village Tosca — Pippo's General Store (purchase only)	Counter	Randomly perfroms a counterattack against the enemy's regular attacks
Composite Magic Book	40	—	—	A forbidden book containing the most advanced Composite Magic theories	Requires Special Accessory skill	Gongora's Mansion — Secret Cave (Open the invisible treasure chest near the entrance to the cave; must have Sunderch Glasses)	Lv4 Composite Magic	Enables use of Composite Magic up to Level 4
Crystal Fragment	30	—	—	A special stone that absorbs the magic of the natural world		Uhra Sewers — Underground Dock (Steal item from the Magic Beast)	Auto MP Recovery	Automatic MP recovery at the end of every turn
Curse Blocker	20	1,200	400	A holy charm that protects against curses		Black Cave — The Great Hall of Foul Creatures (Complete the "The Black Cave's Mysterious Treasure" treasure hunt)	Anti-Curse	Grants immunity to curse
Cursed Crest	40	—	—	The symbol of the king of the Eastern Tribe		Sorcerer's Shrine — Altar of the Abyss (Open the invisible treasure chest; must have Sunderch Glasses)	Lv8 Spirit Magic	Enables use of Spirit Magic up to Level 8
Diamond Spirit Band	25	3,600	1200	A garnet armband with a magic spell carved into it		Burning Cave — Path of Dankness (Go past the first poisonous gas cloud and hop across the tall pillars to reach a treasure chest)	Lv6 Spirit Magic	Enables use of Spirit Magic up to Level 6
Earrings of Wisdom	35	2,000	670	Earrings worn by the best sorcerers		Ice Canyon — Blizzard Peak (Jump across the rock outcroppings when the gusts of wind abate to reach the treasure chest)	Lv5 Black-White Magic	Enables use of Black and White Magic up to Level 5
Earth Charm	20	—	—	A charm that weakens the power of earth-element attacks		Give the Pipots 40 seeds	Earth Resistance Up	Reduces earth-element damage
Eastern Spirit Band	5	300	100	An emerald bracelet with a magic spell carved into it		Mountain Village Tosca — Pippo's General Store (purchase only)	Lv1 Spirit Magic	Enables use of Level 1 Spirit Magic
Elfin Charm	30	—	—	A strong anti-magic charm created by a tribe of small forest dwellers		Beat Cubic Music Score 8 challenge	Magic Defense Boost 2	Increases magical defense
Enchanted Necklace	30	5,300	1,770	A necklace worn by a famous spirit sorcerer		Grand Staff — Transportation Lift (On southeast side of base level)	Lv7 Spirit Magic	Enables use of Spirit Magic up to Level 7
Eternal Magic Engine	999	—	—	An eternal engine that creates infinite magic energy; enables you to cast spells without MP consumption		Available via Xbox Live Marketplace	Zero MP Consumption	No MP consumption when using spells and skills
Fire Charm	20	5,000	—	A charm that weakens the power of fire-element attacks		Experimental Staff — Lower level (Use a Gate Pass to open an electric gate leading outside, then re-enter the adjacent door and go downstairs to find the treasure chest)	Fire Resistance Up	Reduces fire-element damage

Item	SP	Cost	Resale	Description	Usage	Location	Associated Skill	Skill Description
Freedom Armband	35	—	—	A special armband that unleashes the user's latent abilities	Immortals only	Castle of Uhra — Station Square (After acquiring the Nautilus, deliver a letter from the solder at the Great Uhran Gate to the man in the square)	Slot + 5	Increases Skill Slots by 5
General's Pen	20	—	—	A pen that belonged to a famous commander		Saman — Main Street (Tell the man in the street you believe his story, then find the missing money by the outdoor market near the large tree)	Freeform	Grants immunity to Formation Paralysis
Gigantes Brooch	20	—	—	A magic brooch that stores the life force of a giant		Give the Pipots 80 seeds	HP Max Up 3	Increases max HP
Gold Spirit Band	15	1,200	400	A gold-and-silver armband with a magic spell carved into it		Saman — Oreego's Emporium (purchase only)	Lv4 Spirit Magic	Enables use of Spirit Magic up to level 4
Golden Gauntlet	30	—	—	A royal gauntlet imbued with protective powers	Tolten only	The Great Ancient Ruins — Astral Square (Break the Royal Seal in the back of the second moving-platform area)	Auto Shield	Always have Shield in effect
Happy Flower	8	—	—	A mysterious item that releases a healing fragrance in times of need		Gohtza — Low Town (After Gohtza freezes over, retrieve the Broken Sword from Barkus' shop in Uhra and return it to the Khent soldier)	Crisis Prayer	Automatically recovers HP during critical HP status
Hawk Eye	5	270	90	Magical earrings that reveal your enemy's special abilities		Gongora's Mansion — Hallway (Search the right treasure chest in the hallway behind the Magic Research Lab)	Factual Analysis	Reveals the types and elements of enemies
Herbalist's Badge	8	1,800	600	A badge that unleashes the wearer's latent herbalist ability		Uhra Sewers — Sewer Shop (purchase only)	Potion Booster	Boosts the amount of HP restored by healing items during battle
High Wind Amulet	25	—	—	A talisman that nullifies Wind-element attacks		Beat Cubic Music Score 7 challenge	Wind Proof	Nullifies Wind-element damage
Holy Guard	10	—	—	A magic headdress that protects the wearer in times of need		Uhra Sewers — Treatment Plant (Push the two wooden boxes into the sewer below the grate, then walk across them to reach the treasure chest)	Crisis Defense	Complete Defense will be activated in critical HP status (once per battle)
Holy Knight Charm	8	220	70	A holy knight's seal that raises defense in times of need		Uhra — Tolstan's Inn (Search the treasure chest in the upstairs bedroom)	Crisis Defense Boost	Increased magical and physical defense during critical HP status
Ice Water Amulet	25	—	—	A talisman that nullifies Water-element attacks		Saman — Emelo's Tavern (Have Sed repair the juke box)	Water Proof	Nullifies Water-element damage
Illusionist Gauntlet	100	—	—	A black gauntlet made with high-density magic crystal		Available via Xbox Live Marketplace	Spell Counter 2	Performs a frequently successful magical counterattack against the enemy's magical attacks
Kelolon Badge	8	—	—	A badge that makes the user as nimble as a Kelolon		Beat Cubic Music Score 3 challenge	Evade Up	Increases evasion rate against normal attacks
Kelolon Earrings	20	550	180	Earrings with a Kelolon motif		Numara — Canal Street (Find the three lost objects for the children in the sreet to join their club)	Anti-Kelolon	Grants immunity to the Kelolon status ailment
Kelonga Crown	25	—	—	A symbol of the Kelolon King; raises magic power to the maximum		Kelolon Village — Defeat King Kelolon	MP Max Up 4	Increases max MP
Knight Earrings	15	—	—	Earrings whose magic strengthens the wearer's defense		Experimental Staff — Lower Level (Use a Gate Pass to open an electric gate guarding the treasure chest)	Defense Boost 1	Increases physical defense
Knight's Code	15	270	90	A book that describes how to raise one's defensive skills		Ipsilon Mountains — Valley Road (Search for the treasure chest in the shallow cave)	Stand Ready	Recovers GC when using Defend while being attacked
Life Brooch	10	—	—	A brooch with a green stone that raises the wearer's life force		Meia Family Art Studio — Numara (Find all the Crystal Fragments in Crimson Forest and give them to the artist)	HP Max Up 1	Increases max HP

Item	SP	Cost	Resale	Description	Usage	Location	Associated Skill	Skill Description
Light Lens	20	410	140	A specially processed lens that protects against Blind		Crater Island —Numara Troop Camp (While captured, kick the rat's nest in Jansen's cell, then the one in Seth's cell; have Kaim pick up the item)	Anti-Blind	Grants immunity to Blind
Lion Heart	20	1,000	330	A charm with a lion motif that staves off fear		Northern Cape (Search the treasure chest near the cliff on the left)	Anti-Terror	Grants immunity to Terror
Lord's Earrings	30	—	—	Magic earrings granted to honorable knights		Grand Staff — Transportation Lift (On southeast side of the fourth level)	Defense Boost 2	Increases physical defense
Lucky Clover	8	—	—	A mysterious four-leaf clover that transforms luck into healing power		Crimson Forest — Sorcerer's Shrine — Dungeon Shrine (Go past the rolling boulders and open a treasure chest on the far side)	Critical Heal	HP recovery when critical hits occur
Magic Analysis Book	30	7,500	2,500	Documents that detail the core of Composite Magic, left by the researchers		The Great Ancient Ruins — Astral Square — Second Floor (Open a treasure chest in the lower-left corner just before the party rejoins)	Lv3 Composite Magic	Enables use of Composite Magic up to Level 3
Magic Research Report	15	—	—	A research report on Composite Magic, left by the researchers		Ming's starting equipment	Lv1 Composite Magic	Enables use of Level 1 Composite Magic
Magic Trial Record	20	2,500	830	A record of experiment results involving Composite Magic, left by the researchers		Saman — Oreego's Emporium (Purchase only)	Lv2 Composite Magic	Enables use of Composite Magic up to Level 2
Mana Earrings	10	—	—	Earrings that increase magic energy, made using a small magic engine		Numara — White Square (Play hide-and-seek with the lonely girl for a second time; enter the back door to Nalia's Item Shop along Main Street to find her)	MP Max Up 1	Increases max MP
Mana Protector	100	—	—	A protector that emits a barrier that reduces the effect of magical attacks		Available via Xbox Live Marketplace	Half All Magic	Halves damage inflicted by magic
Master Earrings	50	—	—	Earrings worn by sorcerers who have truly mastered all facets of magic		Old Sorceress' Mansion — In the invisible treasure chest in front of the mansion (Must have Sunderch Glasses)	Lv8 Black-White Magic	Enables use of Black and White Magic up to Level 8
Master's Secret Script	100	—	—	A book containing the secrets of using the mind's eye		Available via Xbox Live Marketplace	Weapon Guard 2	Frequently guards from the enemy's attacks
Medusa's Head	20	1,500	500	A marble bust modeled after the head of a demon beast; protects against Petrify		Mountain Village Tosca — Complete the "Treasure Beyond the Waterfall" treasure hunt	Anti-Petrify	Grants immunity to Petrify
Mimint Ear	10	—	—	A delightful cat-ear headband; enables you to hear nearby sounds more clearly		Numara — Main Street (Speak to the girl in the gondola after reuniting the separated couple; she will bring the chest across the canal)	Lucky 0 Magic Damage	Occasionally decreases the damage inflicted by magic to 0
Mind Bangle	15	—	—	An armband whose red stones raise the wearer's magic power		Ice Canyon — Ice Gorge (Steal from the Elmon King)	MP Max Up 2	Increases max MP
Novice Earrings	8	300	100	Earrings worn by novice sorcerers		Ipsilon Mountains — Southern Slope (After detouring around the broken bridge, head up the slope and knock over the boxes to discover a treasure chest)	Lv1 Black-White Magic	Enables use of Level 1 Black and White Magic
Obsidian Spirit Band	20	2,000	670	An obsidian armband with a magic spell carved into it		City of Khent (Deliver a message from the soldiers near the abandoned apartment in Gohtza's Low Town to the solitary guard)	Lv5 Spirit Magic	Enables use of Spirit Magic up to Level 5
Ochre Earth Amulet	25	—	—	A talisman that nullifies Earth element attacks		Gohtza — Backyard (Win the bonus prize on the "A Germ of Annoyance" Backyard challenge)	Earth Proof	Nullifies Earth-element damage
Ogre Bangle	30	—	—	An ancient armband with the power of a mighty giant		Crimson Forest (Complete the "The General's Memento" treasure hunt)	Attack Boost 2	Increases physical attack power

Item	SP	Cost	Resale	Description	Usage	Location	Associated Skill	Skill Description
Pipot Collar	50	—	—	A rare collar even a Pipot rarely wears		Give the Pipots 99 Seeds	Absorb Earth	Absorbs Earth-element damage
Pixie Flower	15	—	—	A flower ornament made from a plant with anti-magic properties		Saman — Main Street (Search inside the pot next to the crow merchant)	Magic Defense Boost 1	Increases magical defense
Platinum Gauntlet	10	270	90	A gauntlet of platinum imbued with healing magic power		Great Gate of Uhra — Inside the Tower (Complete the moving-platform puzzle, then ride platforms to the top and open treasure chest)	Guard Heal	Recovers HP when Defend is used
Power Bangle	15	—	—	A magic armband that amplifies the user's strength		Give the Pipots 60 Seeds	Attack Boost 1	Increases physical attack power
Quad-Element Amulet	50	—	—	A royal talisman that nullifies all elemental attacks	Tolten only	Kelolon Village (Break the Royal Seal on the far-right side of the village)	Nullify All Elements	Nullifies Fire-, Water-, Wind-, and Earth-element damage
Quad-Element Charm	40	—	—	A royal charm that weakens the power of all elemental attacks	Tolten only	Ice Canyon — Snowy Plateau (Break the Royal Seal on the ledge above Dinozaoro)	All Elements Resistance Up	Reduces Fire-, Water-, Wind-, and Earth-element damage
Quad-Element Seal	100	—	—	The ultimate magical guardian seal that absorbs all elemental attacks; requires Special Accessory skill to equip	Requires Special Acessory skill	Gohtza — Backyard (Win the bonus prize on the "The Immortal" Backyard challenge)	Absorb All Elements	Absorbs Fire-, Water-, Wind-, and Earth-element damage
Red-Copper Band	10	750	250	A red copper armband with a magic spell carved into it		Sorceress' Mansion — The Past within the Mirror — Entrance (Point the clock hand toward the pot to open the shelf to reveal the treasure)	Lv3 Spirit Magic	Enables use of Spirit Magic up to Level 3
Rose Quartz	999	—	—	A red crystal made from magic technology; enables the user to cast a spell after a fixed timeframe, regardless of casting time ability		Available via Xbox Live Marketplace	1 Turn Cast	Any spell can be cast after one turn
Royal Emblem	30	—	—	Royal emblem imbued with strong magic-repelling power	Tolten only	Burning Cave — Path of Dankness (Go into the poisonous cloud and break the magic seal on the far left)	Auto Barrier	Always have Barrier in effect
Royal Knight's Emblem	25	—	—	The emblem of a king's knight	Tolten only	Crimson Forest — Maze of Gloom (Break the Royal Seal)	HP Max Up 4	Increases max HP
Sage Earrings	45	5,300	1,770	Earrings worn by sorcerers powerful enough to be called sages		Grand Staff — Mechanical Lift (Lowest level, on the catwalk above the ladder)	Lv7 Black-White Magic	Enables use of Black and White Magic up to Level 7
Sage's Protection	10	280	90	A sage's seal that raises the wearer's concentration in times of need		Sea of Baus — Crater Island (Search the nearby treasure chest after defeating Bogimoray)	Crisis Concentration	Magic-casting time reduced during critical HP status
Sarah's Notebook	50	—	—	A notebook containing the first poem sung by Lirum		Sorceress' Mansion — Old Sorceress' Hermitage (Defeat the monster where Sarah was originally)	Absorb Fire	Absorbs Fire-element damage
Sarbella Fang	100	—	—	White fang containing the soul of Sarbella; enables the user to feel the rhthym of Sarbella's heartbeat		Available via Xbox Live Marketplace	Counter 2	Performs a frequently successful counterattack against the enemy's regular attacks
Scroll of Balance	15	—	—	A secret script written with centuries-old runes	Immortals only	Gohtza — Low Town (Complete the "A Refugee's Misplaced Item" treasure hunt)	Slot Hit	Inflicts damage on one enemy depending on your allies' empty skill slots
Scroll of Dissection	20	1,300	430	A secret script written with centuries-old runes	Immortals only	Black Cave — The Great Hall of Foul Creatures (Walk along the narrow ledge just before entrance to Helltrap and open treasure chest)	Cut Down	Inflicts damage on enemy front row and reduces enemy GC
Scroll of Secret Skills	15	—	—	A secret script written with centuries-old runes	Immortals only	Uhra — Back Alley — Sewers (Complete the "Sewer Junk" treasure hunt)	Skill Hit	Inflicts damage on one enemy based on currently equipped skills

Item	SP	Cost	Resale	Description	Usage	Location	Associated Skill	Skill Description
Seal Blocker	20	1,000	330	A small magic device that neutralizes and annuls sealing magic		Mountain Village Tosca (Speak to the girl in Tolty's Inn upstairs next to the Kelolon statue, then put wreaths on at least 15 Kelolon statues in the village)	Anti-Seal	Grants immunity to Seal
Search Glasses	8	210	70	A magic lens that reveals your enemy's life force		Ipsilon Mountains — Mountain Hut (Examine the candle on the cabinet, then search the illuminated spot to its left)	Status Analysis	Reveals the HP and status of enemies
Sorcerer Earrings	25	1,200	400	Earrings worn by high-level sorcerers		Saman — Oreego's Emporium (Purchase only)	Lv4 Black-White Magic	Enables use of Black and White Magic up to level 4
Sorcerer's Bracelet	20	—	—	An armband whose azure stones dramatically raise the wearer's magic power		The Great Ancient Ruins — Lunar Square (Steal from the Trooky Queen)	MP Max Up 3	Increases max MP
Stabilizer	20	520	170	A wooden gear cut to spin in reverse		Mountain Village Tosca — Pippo's General Store (Purchase only)	Anti-Dizzy	Grants immunity to Dizzy
Sword Teachings	10	1,100	370	A book that describes defense techniques against assorted weapons		Saman — Oreego's Emporium (Purchase only)	Weapon Guard	Occasionally guards from the enemy's attacks
Talisman	10	—	—	A mysterious charm that protects against magical attack		Uhra — Tolsan's Inn (Have Tolten speak to his attendant)	Absorb Magic	Occasionally absorbs the magic damage inflicted by enemies
Thief's Bracelet	5	250	80	A bracelet that enhances your thieving ability	Immortals only	Uhra — Barkus' Arms and Armor Emporium (Purchase only)	Steal	Steals an item from one enemy
Toughness Brooch	15	—	—	A brooch whose magic raises the wearer's life force		Beat Cubic Music Score 5 challenge	HP Max Up 2	Increases max HP
Treasure Glasses	10	440	150	A pair of thief's glasses that reveals what items your enemy carries		Sea of Baus — Eastern Shore (Open the treasure chest next to the save location)	Treasure Analysis	Reveals the items carried by enemies
Turn-Tail Shoes	8	280	90	Shoes made of very light material for bandits increases your speed when fleeing		Grand Staff Construction Site — Building Material Warehouse (Sneak past the guards into the warehouse, then examine the vessel)	Turn-Tail	Enables you to always flee from battle
Twin Cross	10	—	—	A silver accessory preferred by hand-to-hand fighters		The Great Ancient Ruins — Lunar Palace (Open a treasure chest on the lower floor shortly before reuniting the party)	Double Back	Occasionally doubles the counterattack damage
Warm Vest	20	2,000	670	A thick vest that protects from the cold		Ice Canyon — Blizzard Peak (Search for a treasure chest near the first penguin you encounter)	Anti-Freeze	Grants immunity to Freeze
Warrior's Armband	10	2,200	730	An armband of magic crystal that instantly reacts to magic attacks		Frozen Trail (Open the emergency call box before the second lookout tower)	Spell Counter	Randomly performs a Black Magic counterattack against the enemy's magical attacks
Water Charm	20	—	—	A charm that weakens the power of water-element attacks		Ice Canyon — Ice Gorge (Complete the "King of the Glaciers" treasure hunt)	Water Resistance Up	Reduces water-element damage
White Charm	30	20,000	6,670	A white stone with the power of Regenerate		Gohtza — Backyard (Win the bonus prize on the "Master Ring User" Backyard challenge)	Auto HP Recovery	Automatic HP recovery at the end of every turn
White Flame Candle	20	3,500	1,170	A holy White Flame candle that protects against darkness		Gohtza — Raihel's General Store (Purchase only)	Anti-Dark	Grants immunity to Dark
Wind Charm	20	—	—	A charm that weakens the power of wind-element attacks		Beat Cubic Music Score 4 challenge	Wind Resistance Up	Reduces wind-element damage
Wisdom Earrings	40	3600	1,200	Earrings worn by sorcerers whose knowledge has been acknowledged by their peers		Uhra Sewers — Magic Tank (Open the treasure chest on the upper walkway of the large bottom left tank)	Lv6 Black-White Magic	Enables use of Black and White Magic up to level 6
Yellow Band	20	450	150	A yellow armband that staves off paralysis		Sea of Baus — Reef Shallows (Ram the magic device on the left)	Anti-Paralysis	Grants immunity to Paralysis

RINGS AND RING COMPONENTS

In the following appendix we cover *Lost Odyssey*'s ring system in detail. All three ring types are included—ring-assembly, ringmaker, and special rings—as are the cost and resale values of all the game's ring components.

RING-ASSEMBLY RINGS

These rings have only a single effect, but can be created at any time from components you find, win from enemies, or buy in shops. You can't beat the convenience.

Flame Ring

Enhancement	Fire Lv1
Description	Inflicts fire damage
Components	Magma Fragment (x3)

Blaze Ring

Enhancement	Fire Lv2
Description	Inflicts severe fire damage
Components	Flame Ring Crimson Treasure (x7)

Volcano Ring

Enhancement	Fire Lv3
Description	Inflicts critical fire damage
Components	Blaze Ring Purgatory Ore (x3)

Flame Ring Ultra

Enhancement	Fire Lv1+
Description	Inflicts fire damage; effective area is widened
Components	Flame Ring Sun Crystal (x5)

Blaze Ring Ultra

Enhancement	Fire Lv2+
Description	Inflicts severe fire damage; effective area is widened
Components	Blaze Ring Sun Crystal (x9)

Volcano Ring Ultra

Enhancement	Fire Lv3+
Description	Inflicts critical fire damage; effective area is widened
Components	Volcano Ring Sun Crystal (x13)

Aqua Ring

Enhancement	Water Lv1
Description	Inflicts water damage
Components	Cold Water Stone (x3)

Flux Ring

Enhancement	Water Lv2
Description	Inflicts severe water damage
Components	Aqua Ring Rainbow Coral (x7)

Ocean Ring

Enhancement	Water Lv3
Description	Inflicts critical water damage
Components	Flux Ring Glacial Ice (x3)

Aqua Ring Ultra

Enhancement	Water Lv1+
Description	Inflicts water damage; effective area is widened
Components	Aqua Ring Waterfall Cluster (x5)

Flux Ring Ultra

Enhancement	Water Lv2+
Description	Inflicts severe water damage; effective area is widened
Components	Flux Ring Waterfall Cluster (x9)

Ocean Ring Ultra

Enhancement	Water Lv3+
Description	Inflicts critical water damage; effective area is widened
Components	Ocean Ring Waterfall Cluster (x13)

Wind Ring

Enhancement	Wind Lv1
Description	Inflicts wind damage
Components	Wind Seal Leaf (x3)

Storm Ring

Enhancement	Wind Lv2
Description	Inflicts severe wind damage
Components	Wind Ring Tornado Leaf (x7)

Typhoon Ring

Enhancement	Wind Lv3
Description	Inflicts critical wind damage
Components	Storm Ring Fujin Drum (x3)

Wind Ring Ultra

Enhancement	Wind Lv1+
Description	Inflicts wind damage; effective area is widened
Components	Wind Ring Gale Wing (x5)

Storm Ring Ultra

Enhancement	Wind Lv2+
Description	Inflicts severe wind damage; effective area is widened
Components	Storm Ring Gale Wing (x9)

Typhoon Ring Ultra

Enhancement	Wind Lv3+
Description	Inflicts critical wind damage; effective area is widened
Components	Typhoon Ring Gale Wing (x13)

Earth Ring

Enhancement	Earth Lv1
Description	Inflicts earth damage
Components	Quality Iron Sand (x3)

Tremor Ring

Enhancement	Earth Lv2
Description	Inflicts severe earth damage
Components	Earth Ring Nutrition of the Earth (x7)

Quake Ring

Enhancement	Earth Lv3
Description	Inflicts critical earth damage
Components	Tremor Ring Mother Nature's Spirit (x3)

Earth Ring Ultra

Enhancement	Earth Lv1+
Description	Inflicts earth damage; effective area is widened
Components	Earth Ring Frontier Siderite (x5)

Tremor Ring Ultra

Enhancement	Earth Lv2+
Description	Inflicts severe earth damage; effective area is widened
Components	Tremor Ring Frontier Siderite (x9)

Quake Ring Ultra

Enhancement	Earth Lv3+
Description	Inflicts critical earth damage; effective area is widened
Components	Quake Ring Frontier Siderite (x13)

Beast Ring

Enhancement	Beast Killer Lv1
Description	Inflicts significant damage on enemy beasts
Components	Beast's Horn (x4) Whetstone (x2)

Dinosaur Ring

Enhancement	Beast Killer Lv2
Description	Inflicts massive damage on enemy beasts
Components	Beast Ring Raging Beast's Eye (x7) Beast Hide Rasp (x3)

Dragon Ring

Enhancement	Beast Killer Lv3
Description	Inflicts critical damage on enemy beasts
Components	Dinosaur Ring Unicorn's Horn (x5) Adamantine Ore

Jamming Ring

Enhancement	Machine Killer Lv1
Description	Inflicts significant damage on mechanical enemies
Components	Junk Parts (x5) Whetstone (x2)

Hacker Ring

Enhancement	Machine Killer Lv2
Description	Inflicts massive damage on mechanical enemies
Components	Jamming Ring Pendulum (x9) Beast Hide Rasp (x3)

System Ring

Enhancement	Machine Killer Lv3
Description	Inflicts critical damage on mechanical enemies
Components	Hacker Ring Power Reactor (x6) Adamantine Ore

Magic Ring

Enhancement	Magic Killer Lv1
Description	Inflicts significant damage on magical enemies
Components	Mysterious Perfume (x4) Whetstone (x2)

Alchemist Ring

Enhancement	Magic Killer Lv2
Description	Inflicts massive damage on magical enemies
Components	Magic Ring Magic Crystal (x6) Beast Hide Rasp (x3)

Wizard Ring

Enhancement	Magic Killer Lv3
Description	Inflicts critical damage on magical enemies
Components	Alchemist Ring Magic Staff Fragment (x8) Adamantine Ore

Aim Ring

Enhancement	Aerial Killer Lv1
Description	Inflicts significant damage on aerial enemies
Components	Sharp Beak (x3) Whetstone (x2)

Hunter Ring

Enhancement	Aerial Killer Lv2
Description	Inflicts massive damage on aerial enemies
Components	Aim Ring Monster Bird's Plume (x7) Beast Hide Rasp (x3)

Sniper Ring

Enhancement	Aerial Killer Lv3
Description	Inflicts critical damage on aerial enemies
Components	Hunter Ring Wyvern's Sharp Claw (x3) Adamantine Ore

Bio Ring

Enhancement	Bio Killer Lv1
Description	Inflicts significant damage on organic enemies
Components	Insect Innards (x6) Whetstone (x2)

Creature Ring

Enhancement	Bio Killer Lv2
Description	Inflicts massive damage on organic enemies
Components	Bio Ring Bug's Stomach (x6) Beast Hide Rasp (x3)

Monster Ring

Enhancement	Bio Killer Lv3
Description	Inflicts critical damage on organic enemies
Components	Creature Ring Black Monster Bug Oil (x6) Adamantine Ore

Kelo Ring

Enhancement	Kelo-Killer Lv1
Description	Inflicts significant damage on enemy Kelolons
Components	Kelo-Oil (x3) Whetstone (x2)

Super Kelo Ring

Enhancement	Kelo-Killer Lv2
Description	Inflicts massive damage on enemy Kelolons
Components	Kelo Ring Kelo-Helmet (x6) Beast Hide Rasp (x3)

Master Kelo Ring

Enhancement	Kelo-Killer Lv3
Description	Inflicts critical damage on enemy Kelolons
Components	Super Kelo Ring Kelolon's Soul (x3) Adamantine Ore

Piercing Ring

Enhancement	Hardened Killer Lv1
Description	Inflicts significant damage on hardened enemies
Components	Hard Skin (x7) Whetstone (x2)

Gouging Ring

Enhancement	Hardened Killer Lv2
Description	Inflicts massive damage on hardened enemies
Components	Piercing Ring Shark Skin (x9) Beast Hide Rasp (x3)

Goring Ring

Enhancement	Hardened Killer Lv3
Description	Inflicts critical damage on hardened enemies
Components	Gouging Ring Metal Scale (x4) Adamantine Ore

Spirit Ring

Enhancement	Spirit Killer Lv1
Description	Inflicts significant damage on Spirit Magic enemies
Components	Eastern Red Ore (x5) Whetstone (x2)

Enchanted Ring

Enhancement	Spirit Killer Lv2
Description	Inflicts massive damage on Spirit Magic enemies
Components	Spirit Ring Ceremonial Crystal (x6) Beast Hide Rasp (x3)

Sorcerer Ring

Enhancement	Spirit Killer Lv3
Description	Inflicts critical damage on Spirit Magic enemies
Components	Enchanted Ring Round Spirit Stone (x5) Adamantine Ore

Beast Ring Ultra

Enhancement	Beast Killer Lv1+
Description	Inflicts significant damage on enemy beasts; effective area is widened
Components	Beast Ring Beast King's Claw (x7)

Dinosaur Ring Ultra

Enhancement	Beast Killer Lv2+
Description	Inflicts massive damage on enemy beasts; effective area is widened
Components	Dinosaur Ring Beast King's Claw (x9)

Dragon Ring Ultra

Enhancement	Beast Killer Lv3+
Description	Inflicts critical damage on enemy beasts; effective area is widened
Components	Dragon Ring Beast King's Claw (x11)

Jamming Ring Ultra

Enhancement	Machine Killer Lv1+
Description	Inflicts significant damage on mechanical enemies; effective area is widened
Components	Jamming Ring Generator (x6)

Hacker Ring Ultra

Enhancement	Machine Killer Lv2+
Description	Inflicts massive damage on mechanical enemies; effective area is widened
Components	Hacker Ring Generator (x10)

System Ring Ultra

Enhancement	Machine Killer Lv3+
Description	Inflicts critical damage on mechanical enemies; effective area is widened
Components	System Ring Generator (x12)

Magic Ring Ultra

Enhancement	Magic Killer Lv1+
Description	Inflicts significant damage on magical enemies; effective area is widened
Components	Magic Ring Replica Staff (x7)

Alchemist Ring Ultra

Enhancement	Magic Killer Lv2+
Description	Inflicts massive damage on magical enemies; effective area is widened
Components	Alchemist Ring Replica Staff (x10)

Wizard Ring Ultra

Enhancement	Magic Killer Lv3+
Description	Inflicts critical damage on magical enemies; effective area is widened
Components	Wizard Ring Replica Staff (x13)

Aim Ring Ultra

Enhancement	Aerial Killer Lv1+
Description	Inflicts significant damage on aerial enemies; effective area is widened
Components	Aim Ring Phoenix Tail (x5)

Hunter Ring Ultra

Enhancement	Aerial Killer Lv2+
Description	Inflicts massive damage on aerial enemies; effective area is widened
Components	Hunter Ring Phoenix Tail (x8)

Sniper Ring Ultra

Enhancement	Aerial Killer Lv3+
Description	Inflicts critical damage on aerial enemies; effective area is widened
Components	Hunter Ring Phoenix Tail (x11)

Bio Ring Ultra

Enhancement	Bio Killer Lv1+
Description	Inflicts significant damage on organic enemies; effective area is widened
Components	Bio Ring Giant Feeler (x3)

Creature Ring Ultra

Enhancement	Bio Killer Lv2+
Description	Inflicts massive damage on organic enemies; effective area is widened
Components	Creature Ring Giant Feeler (x8)

Monster Ring Ultra

Enhancement	Bio Killer Lv3+
Description	Inflicts critical damage on organic enemies; effective area is widened
Components	Monster Ring Giant Feeler (x13)

Kelo Ring Ultra

Enhancement	Kelo-Killer Lv1+
Description	Inflicts significant damage on enemy Kelolons; effective area is widened
Components	Kelo Ring Kelolon Heart (x3)

Super Kelo Ring Ultra

Enhancement	Kelo-Killer Lv2+
Description	Inflicts massive damage on enemy Kelolons; effective area is widened
Components	Super Kelo Ring Kelolon Heart (x6)

Master Kelo Ring Ultra

Enhancement	Kelo-Killer Lv3+
Description	Inflicts critical damage on enemy Kelolons; effective area is widened
Components	Master Kelo Ring Kelolon Heart (x9)

Piercing Ring Ultra

Enhancement	Hardened Killer Lv1+
Description	Inflicts significant damage on hardened enemies; effective area is widened
Components	Piercing Ring Mighty Carapace (x5)

Gouging Ring Ultra

Enhancement	Hardened Killer Lv2+
Description	Inflicts massive damage on hardened enemies; effective area is widened
Components	Gouging Ring Mighty Carapace (x7)

Goring Ring Ultra

Enhancement	Hardened Killer Lv3+
Description	Inflicts critical damage on hardened enemies; effective area is widened
Components	Goring Ring Mighty Carapace (x10)

Spirit Ring Ultra

Enhancement	Spirit Killer Lv1+
Description	Inflicts significant damage on Spirit Magic enemies; effective area is widened
Components	Spirit Ring Jewel of Wisdom (x13)

Enchanted Ring Ultra

Enhancement	Spirit Killer Lv2+
Description	Inflicts massive damage on Spirit Magic enemies; effective area is widened
Components	Enchanted Ring Jewel of Wisdom (x13)

Sorcerer Ring Ultra

Enhancement	Spirit Killer Lv3+
Description	Inflicts critical damage on Spirit Magic enemies; effective area is widened
Components	Sorcerer Ring Jewel of Wisdom (x13)

Poison Ring

Enhancement	Poison Effect Lv1
Description	Occasionally causes poison
Components	Poison Oil (x2) Sticky Tape (x4)

Venom Ring

Enhancement	Poison Effect Lv2
Description	Frequently causes poison
Components	Poison Ring Toxin Butterfly Scales (x3) Gutsy Cloth (x9)

Plague Ring

Enhancement	Poison Effect Lv3
Description	Almost certainly causes poison
Components	Venom Ring Necrosis Mold (x3) Living Brass (x2)

Toxin Ring

Enhancement	Toxin Effect Lv1
Description	Occasionally causes toxin
Components	Poisonous Red Snake (x6) Sticky Tape (x8)

Contagion Ring

Enhancement	Toxin Effect Lv2
Description	Frequently causes toxin
Components	Toxin Ring Byproduct X (x4) Gutsy Cloth (x9)

Biohazard Ring

Enhancement	Toxin Effect Lv3
Description	Almost certainly causes toxin
Components	Contagion Ring Decaying Particle (x3) Living Brass (x2)

Numbing Ring

Enhancement	Paralysis Effect Lv1
Description	Occasionally causes Paralysis
Components	Paraweed Thorn (x2) Sticky Tape (x9)

Inertia Ring

Enhancement	Paralysis Effect Lv2
Description	Frequently causes Paralysis
Components	Numbing Ring Paraweed Needle (x5) Gutsy Cloth (x10)

Paralyzing Ring

Enhancement	Paralysis Effect Lv3
Description	Almost certainly causes Paralysis
Components	Inertia Ring Paralyzing Thorn (x3) Living Brass (x2)

Blinding Ring

Enhancement	Darkness Effect Lv1
Description	Occasionally causes Darkness
Components	Blinding Powder (x3) Sticky Tape (x4)

Blackout Ring

Enhancement	Darkness Effect Lv2
Description	Frequently causes Darkness
Components	Blinding Ring Dark Flame (x8) Gutsy Cloth (x8)

Eclipse Ring

Enhancement	Darkness Effect Lv3
Description	Almost certainly causes Darkness
Components	Blackout Ring Perpetual Darkness (x4) Living Brass (x2)

Fear Ring

Enhancement	Terror Effect Lv1
Description	Occasionally causes Terror
Components	Seed of Terror (x9) Sticky Tape (x6)

Dread Ring

Enhancement	Terror Effect Lv2
Description	Frequently causes Terror
Components	Fear Ring Mirror Stone of Fear (x9) Gutsy Cloth (x11)

Terror Ring

Enhancement	Terror Effect Lv3
Description	Almost certainly causes Terror
Components	Dread Ring Gravestone of Fear (x2) Living Brass (x20)

Seal Ring

Enhancement	Seal Effect Lv1
Description	Occasionally causes Seal
Components	Magic-Sealing Feather (x5) Sticky Tape (x7)

Container Ring

Enhancement	Seal Effect Lv2
Description	Frequently causes Seal
Components	Seal Ring Seal Cross (x7) Gutsy Cloth (x7)

Enclosure Ring

Enhancement	Seal Effect Lv3
Description	Almost certainly causes Seal
Components	Container Ring Sealing Stone (x5) Living Brass (x2)

Sleep Ring

Enhancement	Sleep Effect Lv1
Description	Occasionally causes Sleep
Components	Sandman's Seal (x10) Sticky Tape (x2)

Fainting Ring

Enhancement	Sleep Effect Lv2
Description	Frequently causes Sleep
Components	Sleep Ring Nightmare Seal (x9) Gutsy Cloth (x2)

Coma Ring

Enhancement	Sleep Effect Lv3
Description	Almost certainly causes Sleep
Components	Fainting Ring Fairy's Cradle (x4) Living Brass (x2)

Stone Ring

Enhancement	Petrify Effect Lv1
Description	Occasionally causes Petrify
Components	Living Gypsum (x4) Sticky Tape

Boulder Ring

Enhancement	Petrify Effect Lv2
Description	Frequently causes Petrify
Components	Stone Ring Stone Beast's Fang (x8) Gutsy Cloth (x15)

Asteroid Ring

Enhancement	Petrify Effect Lv3
Description	Almost certainly causes Petrify
Components	Boulder Ring Ancient Statue (x6) Living Brass (x2)

Slayer Ring

Enhancement	Instant Death Effect
Description	Occasionally kills the enemy instantly
Components	Death Powder (x5)

Poison Ring Ultra

Enhancement	Poison Effect Lv1+
Description	Occasionally causes Poison; effective area is widened
Components	Poison Ring Poisonous Bones (x5)

Venom Ring Ultra

Enhancement	Poison Effect Lv2+
Description	Frequently causes Poison; effective area is widened
Components	Venom Ring Poisonous Bones (x10)

Plague Ring Ultra

Enhancement	Poison Effect Lv3+
Description	Almost certainly causes Poison; effective area is widened
Components	Plague Ring Poisonous Bones (x15)

Toxin Ring Ultra

Enhancement	Toxin Effect Lv1+
Description	Occasionally causes Toxin; effective area is widened
Components	Toxin Ring Dragon Scale (x2)

Contagion Ring Ultra

Enhancement	Toxin Effect Lv2+
Description	Frequently causes Toxin; effective area is widened
Components	Contagion Ring Dragon Scale (x5)

Biohazard Ring Ultra

Enhancement	Toxin Effect Lv3+
Description	Almost certainly causes Toxin; effective area is widened
Components	Biohazard Ring Dragon Scale (x8)

Numbing Ring Ultra

Enhancement	Paralysis Effect Lv1+
Description	Occasionally causes Paralysis; effective area is widened
Components	Numbing Ring Ultra Paralysis Fluid (x3)

Inertia Ring Ultra

Enhancement	Paralysis Effect Lv2+
Description	Frequently causes Paralysis; effective area is widened
Components	Inertia Ring Ultra Paralysis Fluid (x7)

Paralyzing Ring Ultra

Enhancement	Paralysis Effect Lv3+
Description	Almost certainly causes Paralysis; effective area is widened
Components	Paralyzing Ring Ultra Paralysis Fluid (x10)

Blinding Ring Ultra

Enhancement	Darkness Effect Lv1+
Description	Occasionally causes Darkness; effective area is widened
Components	Blinding Ring Mist of Darkness (x6)

Blackout Ring Ultra

Enhancement	Darkness Effect Lv2+
Description	Frequently causes Darkness; effective area is widened
Components	Blackout Ring Mist of Darkness (x9)

Eclipse Ring Ultra

Enhancement	Darkness Effect Lv3+
Description	Almost certainly causes Darkness; effective area is widened
Components	Eclipse Ring Mist of Darkness (x15)

Fear Ring Ultra

Enhancement	Terror Effect Lv1+
Description	Occasionally causes Terror; effective area is widened
Components	Fear Ring Manacles of Despair (x6)

Dread Ring Ultra

Enhancement	Terror Effect Lv2+
Description	Frequently causes Terror; effective area is widened
Components	Dread Ring Manacles of Despair (x12)

Terror Ring Ultra

Enhancement	Terror Effect Lv3+
Description	Almost certainly causes Terror; effective area is widened
Components	Terror Ring Manacles of Despair (x14)

Seal Ring Ultra

Enhancement	Seal Effect Lv1+
Description	Occasionally causes Seal; effective area is widened
Components	Seal Ring Spent Magic Engine (x5)

Container Ring Ultra

Enhancement	Seal Effect Lv2+
Description	Frequently causes Seal; effective area is widened
Components	Container Ring Spent Magic Engine (x9)

Enclosure Ring Ultra

Enhancement	Seal Effect Lv3+
Description	Almost certainly causes Seal; effective area is widened
Components	Enclosure Ring Spent Magic Engine (x12)

Sleep Ring Ultra

Enhancement	Sleep Effect Lv1+
Description	Occasionally causes Sleep; effective area is widened
Components	Sleep Ring Demon Sculpture (x5)

Fainting Ring Ultra

Enhancement	Sleep Effect Lv2+
Description	Frequently causes Sleep; effective area is widened
Components	Fainting Ring Demon Sculpture (x8)

Coma Ring Ultra

Enhancement	Sleep Effect Lv3+
Description	Almost certainly causes Sleep; effective area is widened
Components	Coma Ring Demon Sculpture (x10)

Stone Ring Ultra

Enhancement	Petrify Effect Lv1+
Description	Occasionally causes Petrify; effective area is widened
Components	Stone Ring Gorgon Mask (x4)

Boulder Ring Ultra

Enhancement	Petrify Effect Lv2+
Description	Frequently causes Petrify; effective area is widened
Components	Boulder Ring Gorgon Mask (x8)

Asteroid Ring Ultra

Enhancement	Petrify Effect Lv3+
Description	Almost certainly causes Petrify; effective area is widened
Components	Asteroid Ring Gorgon Mask (x12)

Osmosis Ring

Enhancement	MP Absorb Lv1
Description	Absorbs a small amount of enemy MP
Components	Magic-Luring Stone (x3)

Absorber Ring

Enhancement	MP Absorb Lv2
Description	Absorbs enemy MP
Components	Osmosis Ring Magic-Luring Stone (x3)

Ingestion Ring

Enhancement	MP Absorb Lv3
Description	Absorbs a significant amount of enemy MP
Components	Absorber Ring Star Absorber (x3)

Osmosis Ring Ultra

Enhancement	MP Absorb Lv1+
Description	Absorbs a small amount of enemy MP; effective area is widened
Components	Osmosis Ring Magic-Sealing Vase (x10)

Absorber Ring Ultra

Enhancement	MP Absorb Lv2+
Description	Absorbs enemy MP; effective area is widened
Components	Absorber Ring Magic-Sealing Vase (x12)

Ingestion Ring Ultra

Enhancement	MP Absorb Lv3+
Description	Absorbs a significant amount of enemy MP; effective area is widened
Components	Ingestion Ring Magic-Sealing Vase (x15)

Anger Ring

Enhancement	Critical Up Lv1
Description	Slightly increases the chance of critical hits
Components	Sticky Tape (x4)

Rage Ring

Enhancement	Critical Up Lv2
Description	Increases the chance of critical hits
Components	Anger Ring Gutsy Cloth (x7)

Fury Ring

Enhancement	Critical Up Lv3
Description	Significantly increases the chance of critical hits
Components	Rage Ring Living Brass (x6)

Anger Ring Ultra

Enhancement	Critical Up Lv1+
Description	Slightly increases the chance of critical hits; effective area is widened
Components	Anger Ring
	Blood Cloth Crystal (x10)

Rage Ring Ultra

Enhancement	Critical Up Lv2+
Description	Increases the chance of critical hits; effective area is widened
Components	Rage Ring
	Blood Cloth Crystal (x12)

Fury Ring Ultra

Enhancement	Critical Up Lv3+
Description	Significantly increases the chance of critical hits; effective area is widened
Components	Fury Ring
	Blood Cloth Crystal (x14)

Pickpocket Ring

Enhancement	Mug Lv1
Description	Occasionally steals items from enemies
Components	Bent Needle (x2)
	Wind Seal Leaf (x5)

Snatcher Ring

Enhancement	Mug Lv2
Description	Frequently steals items from enemies
Components	Pickpocket Ring
	Thief's Charm (x2)
	Tornado Leaf (x5)

Burglar Ring

Enhancement	Mug Lv3
Description	Almost certainly steals items from enemies
Components	Snatcher Ring
	Brass Key (x3)
	Fujin Drum (x2)

Pickpocket Ring Ultra

Enhancement	Mug Lv1+
Description	Occasionally steals items from enemies; effective area is widened
Components	Pickpocket Ring
	Jet Black Cloth (x4)

Snatcher Ring Ultra

Enhancement	Mug Lv2+
Description	Frequently steals items from enemies; effective area is widened
Components	Snatcher Ring
	Jet Black Cloth (x7)

Burglar Ring Ultra

Enhancement	Mug Lv3+
Description	Almost certainly steals items from enemies; effective area is widened
Components	Burglar Ring
	Jet Black Cloth (x12)

Ace Thief Ring

Enhancement	Rare Item Robber Lv1
Description	Occasionally steals rare items from enemies
Components	Thief's Key Ring (x5)

Baron Thief Ring

Enhancement	Rare Item Robber Lv2
Description	Frequently steals rare items from enemies
Components	Ace Thief Ring
	Master Thief Tool (x12)

King Thief Ring

Enhancement	Rare Item Robber Lv3
Description	Almost certainly steals rare items from enemies
Components	Baron Thief Ring
	Cape of Illusions (x19)

Ace Thief Ring Ultra

Enhancement	Rare Item Robber Lv1+
Description	Occasionally steals rare items from enemies; effective area is widened
Components	Ace Thief Ring
	Invisibility Potion (x50)

Baron Thief Ring Ultra

Enhancement	Rare Item Robber Lv2+
Description	Frequently steals rare items from enemies; effective area is widened
Components	Baron Thief Ring
	Invisibility Potion (x80)

King Thief Ring Ultra

Enhancement	Rare Item Robber Lv3+
Description	Almost certainly steals rare items from enemies; effective area is widened
Components	King Thief Ring
	Invisibility Potion (x90)

Shockwave Ring

Enhancement	GC Down Lv1
Description	Occasionally neutralizes enemy GC
Components	Pumice of Despair (x6)
	Quality Iron Sand (x4)

Destruction Ring

Enhancement	GC Down Lv2
Description	Occasionally neutralizes enemy GC
Components	Shockwave Ring
	Incense of Distrust (x9)
	Nutrition of the Earth (x8)

Disaster Ring

Enhancement	GC Down Lv3
Description	Occasionally neutralizes enemy GC
Components	Destruction Ring
	Dark Demon Note (x3)
	Mother Nature's Spirit

Shockwave Ring Ultra

Enhancement	GC Down Lv1+
Description	Occasionally neutralizes enemy GC; effective area is widened
Components	Shockwave Ring
	Flower of Suspicion (x4)

Destruction Ring Ultra

Enhancement	GC Down Lv2+
Description	Occasionally neutralizes enemy GC; effective area is widened
Components	Destruction Ring
	Flower of Suspicion (x9)

Disaster Ring Ultra

Enhancement	GC Down Lv3
Description	Occasionally neutralizes enemy GC; effective area is widened
Components	Disaster Ring
	Flower of Suspicion (x16)

Hammer Ring

Enhancement	2x GC Damage
Description	Doubles damage to enemy GC (when Perfect)
Components	Beat Stone (x11)

Mauler Ring

Enhancement	4x GC Damage
Description	Quadruples damage to enemy GC (when Perfect)
Components	Hammer Ring
	Iron Ball of Ruin (x17)

Punisher Ring

Enhancement	8x GC Damage
Description	Octuples damage to enemy GC (when Perfect)
Components	Mauler Ring
	Forbidden Explosive (x24)
	Death Powder (x5)
	Iron Ball of Ruin (x8)

Hammer Ring Ultra

Enhancement	2x GC Damage +
Description	Doubles damage to enemy GC (when Perfect); effective area is widened
Components	Hammer Ring
	Ruin Mask (x6)

Mauler Ring Ultra

Enhancement	4x GC Damage +
Description	Quadruples damage to enemy GC (when Perfect); effective area is widened
Components	Mauler Ring
	Pandora's Box (x6)

Punisher Ring Ultra

Enhancement	8x GC Damage +
Description	Octuples damage to enemy GC (when Perfect); effective area is widened
Components	Punisher Ring
	Ruin Mask (x9)
	Pandora's Box (x9)

Draining Ring

Enhancement	HP Absorb Lv1
Description	Absorbs a small amount of enemy HP
Components	Blood Sucking Needle (x5)

Devour Ring

Enhancement	HP Absorb Lv2
Description	Absorbs enemy HP
Components	Draining Ring
	Life Stealing Tooth (x12)

Soulsucker Ring

Enhancement	HP Absorb Lv3
Description	Absorbs a significant amount of enemy HP
Components	Devour Ring
	Draining Stone (x3)

Draining Ring Ultra

Enhancement	HP Absorb Lv1+
Description	Absorbs a small amount of enemy HP; effective area is widened
Components	Draining Ring
	Vampire Bottle (x7)

Devour Ring Ultra

Enhancement	HP Absorb Lv2+
Description	Absorbs enemy HP; effective area is widened
Components	Devour Ring
	Vampire Bottle (x9)

Soulsucker Ring Ultra

Enhancement	HP Absorb Lv3+
Description	Absorbs a significant amount of enemy HP; effective area is widened
Components	Soulsucker Ring
	Vampire Bottle (x12)

Bruiser Ring

Enhancement	Damage Up Lv1
Description	Slightly increases attack damage
Components	Whetstone (x4)

Crusher Ring

Enhancement	Damage Up Lv2
Description	Increases attack damage
Components	Bruiser Ring
	Beast Hide Rasp (x7)

Demolition Ring

Enhancement	Damage Up Lv3
Description	Significantly increases attack damage
Components	Crusher Ring
	Adamantine Ore (x5)

Bruiser Ring Ultra

Enhancement	Damage Up Lv1+
Description	Slightly increases attack damage; effective area is widened
Components	Bruiser Ring
	Guardian Ore (x6)

Crusher Ring Ultra

Enhancement	Damage Up Lv2+
Description	Increases attack damage; effective area is widened
Components	Crusher Ring
	Guardian Ore (x14)

Demolition Ring Ultra

Enhancement	Damage Up Lv3+
Description	Significantly increases attack damage; effective area is widened
Components	Demolition Ring
	Guardian Ore (x20)

Daydream Ring

Enhancement	Magic Delay Lv1
Description	Slightly increases magic delay effect
Components	Black Pearl Powder (x10)
	Mysterious Perfume (x3)

Forgetting Ring

Enhancement	Magic Delay Lv2
Description	Increases magic delay effect
Components	Daydream Ring
	Loud Bell (x13)
	Magic Crystal (x6)

Amnesia Ring

Enhancement	Magic Delay Lv3
Description	Significantly increases magic delay effect
Components	Forgetting Ring
	Roaring Iron Claw (x7)
	Magic Staff Fragment (x3)

Daydream Ring Ultra

Enhancement	Magic Delay Lv1+
Description	Slightly increases magic delay effect; effective area is widened
Components	Daydream Ring
	Magic Power Device (x8)

Forgetting Ring Ultra

Enhancement	Magic Delay Lv2+
Description	Increases magic delay effect; effective area is widened
Components	Forgetting Ring
	Magic Power Device (x15)

Amnesia Ring Ultra

Enhancement	Magic Delay Lv3+
Description	Significantly increases magic delay effect; effective area is widened
Components	Amnesia Ring
	Magic Power Device (x25)

THE RINGMAKER'S RINGS

The ringmaker can combine the effects of your self-made rings into a single ring with multiple abilities. He charges nothing for this service, but making the prerequisite rings won't be easy.

Level 1

Combined Ring	Ring 1	Ring 2
Fire-Powered Ring	Flame	Bruiser
Water-Powered Ring	Aqua	Bruiser
Wind-Powered Ring	Wind	Bruiser
Earth-Powered Ring	Earth	Bruiser
Soul Ring	Osmosis	Bruiser
Turtle Shell Ring	Piercing	Bio
Flying Beast Ring	Beast	Aim
Herculean Ring	Bruiser	Anger

Level 2

Combined Ring	Ring 1	Ring 2	Ring 3
Flare Ring	Blaze	Crusher	Rage
Stream Ring	Flux	Crusher	Rage
Cyclone Ring	Storm	Crusher	Rage
Planet Ring	Tremor	Crusher	Rage
Raging Fire Ring	Blaze	Hunter	Container
Water Beast Ring	Flux	Dinosaur	Pickpocket
Sharp Wind Ring	Storm	Gouging	Devour
Rumble Ring	Tremor	Alchemist	Crusher
Kilesa Ring	Venom	Inertia	Blackout
Vigor Ring	Dread	Rage	Destruction

Level 3

Combined Ring	Ring 1	Ring 2	Ring 3
Sun	Volcano	Demolition	Fury
Comet	Ocean	Demolition	Fury
Atmosphere	Typhoon	Demolition	Fury
Meteorite	Quake	Demolition	Fury
Greed	Demolition	Fury	Soulsucker
Assassin	King Thief	Biohazard	Slayer
Cursed Poison	Biohazard	Asteroid	Enclosure
Crisis	Monster Ultra	Wizard Ultra	Sorcerer Ultra
Magic Breaking	System Ultra	Enclosure Ultra	Amnesia Ultra

SPECIAL RINGS

Special rings are typically taken from enemies (either as dropped or stolen items) or found in well-hidden chests (usually accompanying weapons of a similar name). These rings cannot be modified in any way.

Ring	Effect 1	Effect 2	Effect 3	Obtain
Adamantis Ring	Water Lv1	Bio Killer Lv1	MP Absorb Lv1	Give Pipots 20 Seeds
Aneira Ring	HP Absorb Lv3	MP Absorb Lv3	Magic Delay Lv3	Pirate Fortress (Find all of Sed's crewmates and return to the hideout)
Angel Ring	Earth Level 2	Kelo-Killer Lv2	HP Absorb Lv2	The Great Ancient Ruins — Throne of Sun (Loot from Keystone in Ancient Fiend battle)
Apocalypse Ring	Earth Lv2	Magic Killer Lv2	Toxin Effect Lv2	Undersea (Complete "Sunken in the Sea of Baus" treasure hunt)
Circular Dance Ring	GC Down Lv2	Paralysis Effect Lv2	—	Gohtza Station — Platform
Dark Crystal Ring	Wind Lv2	Magic Killer Lv1	Terror Effect Lv1	Mountain Village Tosca (Complete "Tosca Treasure Hunt" treasure hunt)
Demon King Ring	Fire Lv2	Spirit Killer Lv2	MP Absorb Lv2	Gongora's Magic Experimentation Laboratotry ("King Gongora's Secret" treasure hunt.)
Demon Warrior Ring	Beast Killer Lv1	Machine Killer Lv1	Magic Killer Lv1	Crimson Forest — Maze of Gloom (requires Mack in your party)
Durandal Ring	Damage Up Lv3+	Critical Up Lv3+	8x GC Damage +	Ipsiilon Mountains — Mining Site (Give Orichalcum to Blacksmith.)
Gaia Ring	Damage Up Lv2	Critical Up Lv2	2x GC Damage	Uhra — Central Station Sqaure (Complete "Hidden Treasure in Station Square" treasure hunt.)
Gravity Ring	HP Absorb Lv3	MP Absorb Lv3	Rare Item Robber Lv3	The Forgotten Cave (Defeat the Cave Worm.)
Ignis Ring	Damage Up Lv3+	HP Absorb Lv3+	Rare item Robber Lv3+	Ipsiilon Mountains — Mining Site (Give Orichalcum to Blacksmith.)
Innocence Ring	Fire Lv2	Machine Killer Lv1	Seal Effect Lv1	Gohtza — Casino — Gambler's Hideout
King Ring	Critical Up Lv3	Instant Death Effect	8x GC Damage	Uhra — Amphitheater of the Sky (Defeat Golden Knight.)
Lotus Ring	Damage Up Lv2	Machine Killer Lv2	—	Experimental Staff, Upper Division
Lucent Dragon Ring	HP Absorb Lv2	MP Absorb Lv2	Critical Up Lv2	The Great Ancient Ruins - Throne of Sun (Complete "Art Piece from the Ruin" treasure hunt)
Master Ring	Toxin Effect Lv3	Petrify Effect Lv3	Paralysis Effect Lv3	The Black Cave — Helltrap (Break Royal Seal.)
Phoenix Ring	HP Absorb Lv3	MP Absorb Lv3	Damage Up Lv3	Temple of Enlightenment — Altar of Truth (Complete "What the Cursed Mask Guards" treasure hunt.)
Royal Knight Ring	GC Down Lv2	Machine Killer Lv2	Magic Killer Lv2	Break Royal Seal in Uhra Back Alley
Sacred Ring	Wind Lv2	Machine Killer Lv2	Sleep Effect Lv2	Gohtzan Refugee Camp — (Return Don Laploss' Claws to the shopkeeper.)
Siderite Ring	Damage Up Lv3	Critical Up Lv3	8x GC Damage	Gohtza — Backyard (Earn 60 stars in Backyard competition.)
Snake Ring	Poison Effect Lv1	Darkness Effect Lv1	—	Experimental Staff — Power Division
Solomon Ring	Water Lv2	Bio Killer Lv2	Petrify Lv2	Undersea (Sunken Town treasure hunt)
Spartan Ring	Beast Killer Lv2	Machine Killer Lv2	Bio Killer Lv2	City of Saman (Turn in Riordan the Smuggler)
Spire Ring	Water Lv2	Magic Killer Lv2	Poison Effect Lv2	Gohtzan Refugee Camp (Comlete "An Item at the Hot Spring" treasure hunt.)

RING COMPONENTS

Below we've provided a list of all the game's ring components, included cost and resale values.

COMPONENT	COST	RESALE
ADAMANTINE ORE	200	70
ANCIENT STATUE	1,000	330
BEAST HIDE RASP	100	30
BEAST KING'S CLAW	35	10
BEAST'S HORN	35	10
BEAT STONE	100	30
BENT NEEDLE	300	100
BLACK MONSTER BUG OIL	650	220
BLACK PEARL POWDER	25	10
BLINDING POWDER	150	50
BLOOD CLOTH CRYSTAL	50	20
BLOOD SUCKING NEEDLE	50	20
BRASS KEY	800	270
BUG'S STOMACH	125	40
BYPRODUCT X	1,000	330
CAPE OF ILLUSIONS	6,000	2,000
CEREMONIAL CRYSTAL	550	180
COLD WATER STONE	30	10
CRIMSON TREASURE	100	30
DARK DEMON NOTE	300	100
DARK FLAME	300	100
DEATH POWDER	5,000	1,670
DECAYING PARTICLE	2,500	830
DEMON SCULPTURE	1,000	330
DRAGON SCALE	2,000	670
DRAINING STONE	100	30
EASTERN RED ORE	50	20
FAIRY'S CRADLE	750	250
FLOWER OF SUSPICION	60	20
FORBIDDEN EXPLOSIVE	5,000	1,670
FRONTIER SIDERITE	100	30
FUJIN DRUM	250	80
GALE WING	100	30
GENERATOR	40	10
GIANT FEELER	50	20
GLACIAL ICE	250	80
GORGON MASK	2,000	670
GRAVESTONE OF FEAR	500	170
GUARDIAN ORE	80	30
GUTSY CLOTH	100	30
HARD SKIN	20	10
INCENSE OF DISTRUST	110	40
INSECT INNARDS	25	10
INVISIBILTY POTION	2,000	670
IRON BALL OF RUIN	1,500	500
JET BLACK CLOTH	180	60
JEWEL OF WISDOM	30	10
JUNK PARTS	50	20
KELO-HELMET	300	100
KELOLON HEART	300	100
KELOLON'S SOUL	2,000	670
KELO-OIL	150	50
LIFE STEALING TOOTH	75	30
LIVING BRASS	200	70
LIVING GYPSUM	250	80
LOUD BELL	500	170
MAGIC CRYSTAL	150	50
MAGIC POWER DEVICE	60	20
MAGIC STAFF FRAGMENT	400	120
MAGIC-LURING STONE	50	20
MAGIC-SEALING FEATHER	100	30
MAGIC-SEALING VASE	30	10
MAGIC-STORING STONE	2,000	670
MAGMA FRAGMENT	30	10
MANACLES OF DESPAIR	1,000	330
MASTER THIEF TOOL	3,000	1,000
METAL SCALE	700	230
MIGHTY CARAPACE	35	10
MIRROR STONE OF FEAR	110	40
MIST OF DARKNESS	1,000	330
MONSTER BIRD'S PLUME	150	50
MOTHER NATURE'S SPIRIT	250	80
MYSTERIOUS PERFUME	125	40
NECROSIS MOLD	500	170
NIGHTMARE SEAL	500	170
NUTRITION OF THE EARTH	100	30
PANDORA'S BOX	1,000	330
PARALYZING THORN	500	170
PARAWEED NEEDLE	200	70
PARAWEED THORN	75	30
PENDULUM	80	30
PERPETUAL DARKNESS	900	300
PHOENIX TAIL	100	30
POISON OIL	80	30
POISONOUS BONES	1,000	330
POISONOUS RED SNAKE	150	50
POWER REACTOR	700	230
PUMICE OF DESPAIR	40	10
PURGATORY ORE	250	80
QUALITY IRON SAND	30	10
RAGING BEAST'S EYE	100	30
RAINBOW CORAL	100	30
REPLICA STAFF	50	20
ROARING IRON CLAW	1,000	330
ROUND SPIRIT STONE	1,500	500
RUIN MASK	500	170
SANDMAN'S SEAL	25	10
SEAL CROSS	150	50
SEALING STONE	1,200	400
SEED OF TERROR	80	30
SHARK SKIN	110	40
SHARP BEAK	40	10
SPENT MAGIC ENGINE	1,000	330
STAR ABSORBER	5,000	1,670
STICKY TAPE	20	10
STONE BEAST'S FANG	800	270
SUN CRYSTAL	100	30
THIEF'S CHARM	500	170
THIEF'S KEY RING	500	170
TORNADO LEAF	100	30
TOXIN BUTTERFLY SCALES	250	80
ULTRA PARALYSIS FLUID	1,000	330
UNICORN'S HORN	400	130
VAMPIRE BOTTLE	25	10
WATERFALL CLUSTER	100	30
WHETSTONE	15	10
WIND SEAL LEAF	30	10
WYVERN'S SHARP CLAW	650	220

SPELLS

White, Black, Spirit, and Composite spell books are provided below, including spells by level and all of their associated stats.

WHITE MAGIC SPELL BOOK

Level 1	Heal	Cure Poison	Shield	Barricade
	Location: Default spell for Level 1 White Magic skill	Location: Default spell for Level 1 White Magic skill	Location: Ipsilon Mountains — Mountain Hut (Light the candle near the beds, than examine the glowing light.)	Location: Ipsilon Mountains — Near Mountain Hut (Search the vessel.)
	MP: 5	MP: 5	MP: 10	MP: 10
	Casting Time: 1A	Casting Time: 1A	Casting Time: 1A	Casting Time: 1A
	Range: One ally	Range: One ally	Range: One ally	Range: One ally
	Description: Slightly recovers HP of one party member	Description: Cures one party member of Poison status	Description: Slightly increases physical defense of one party member	Description: Slightly increases magical defense of one party member
Level 2	Zephyr	Cure Paralysis	All-Shield	All Barricade
	Location: Default spell for Level 2 White Magic skill	Location: Default spell for Level 2 White Magic skill	Location: Sea of Baus — Rocks near Sunken Ship (Examine the treasure chest in the rusted boat hull.)	Location: Sea of Baus — Crater Island (Climb halfway up the steps then take path to the right and examine the treasure chest.)
	MP: 10	MP: 10	MP: 20	MP: 20
	Casting Time: 1G	Casting Time: 1B	Casting Time: 1G	Casting Time: 1G
	Range: All allies	Range: One ally	Range: All allies	Range: All allies
	Description: Slightly recovers HP of all allies	Description: Cures one party member of Paralysis	Description: Slightly increases physical defense of all party members	Description: Slightly increases magical defense of all party members
Level 3	Cure Seal	Cover	Shine	Kelolon
	Location: Default spell for Level 3 White Magic skill	Location: Default spell for Level 3 White Magic skill	Location: Numara — Main Street (Speak to the girl in the gondola, then speak to the boy in the other. He will bring the chest across the canal.)	Location: Ghost Town — Cooke and Mack's House (Open the treasure chest upstairs.)
	MP: 15	MP: 15	MP: 15	MP: 15
	Casting Time: 1C	Casting Time: 1C	Casting Time: 2B	Casting Time: 1C
	Range: One ally	Range: One ally	Range: All enemies	Range: One ally
	Description: Cures one member of Seal status	Description: Creates a weak barrier that absorbs damage and protects a party member	Description: Inflicts small Light damage and Blind on all enemies	Description: Turns one party member into a Kelolon or removes Kelolon status

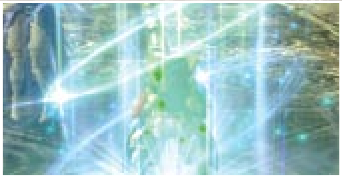
Level 4	Heala	Cure Petrify	Erase	Dispel
	Location: Default spell for Level 4 White Magic skill	Location: Default spell for Level 4 White Magic skill	Location: Automatically earned when Sarah joins the party	Location: Automatically earned when Sarah joins party
	MP: 20	MP: 20	MP: 20	MP: 20
	Casting Time: 1D	Casting Time: 1D	Casting Time: 1D	Casting Time: 1D
	Range: One ally	Range: One ally	Range: One ally	Range: One enemy
	Description: Recovers HP of one party member	Description: Cures one party member of Petrify status	Description: Removes a negative magic effect from one party member	Description: Removes a strengthening magic effect from one enemy

Level 5	Zephyra	Cure-All	Shieldus	Barracadus
	Location: Default spell for Level 5 White Magic skill	Location: Default spell for Level 5 White Magic skill	Location: Experimental Staff — Damiroh's Grab Bag (Purchase only)	Location: Experimental Staff — Damiroh's Grab Bag (Purchase only)
	MP: 40	MP: 40	MP: 30	MP: 30
	Casting Time: 2B	Casting Time: 1E	Casting Time: 1E	Casting Time: 1E
	Range: All allies	Range: One ally	Range: One ally	Range: One ally
	Description: Recovers HP of all allies	Description: Cures one party member of all status ailments	Description: Increases physical defense of one party member	Description: Increases magical defense of one party member

Level 6	Revive	All-Shieldus	All-Barricadus	Covera
	Location: Default spell for Level 6 White Magic skill	Location: Gohtzan Refugee Camp — Lodging Tent (Open the treasure chest.)	Location: Crashed Magic Train Site (Open the treasure chest.)	Location: Default spell for Level 6 White Magic skill
	MP: 30	MP: 60	MP: 60	MP: 30
	Casting Time: 1F	Casting Time: 2B	Casting Time 2B	Casting Time: 1F
	Range: One ally	Range: All allies	Range: All allies	Range: One ally
	Description: Restores a small amount of HP to a KO'd party member	Description: Increases physical defense of all party members	Description: Increases magical defense of all party members	Description: Creates a barrier that absorbs damage and protects a party member

Level 7	Healus	Heal Up	Reflect	Shinus
	Location: Default spell for Level 7 White Magic skill	Location: Default spell for Level 7 White Magic skill	Location: Grand Staff — Magic Control (Use the terminal to stop the piston, then jump onto the piston.)	Location: Grand Staff — Armory (Open the treasure chest after riding the sliding platform.)
	MP: 35	MP: 35	MP: 40	MP: 35
	Casting Time: 1G	Casting Time: 1G	Casting Time: 1G	Casting Time: 2F
	Range: One ally	Range: One ally	Range One ally	Range: All enemies
	Description: Greatly recovers HP of one party member	Description: Increase amount of HP recovered by healing spells for one party member	Description: Creates a magic-reflecting barrier for one party member	Description: Inflicts Light damage and Blind on all enemies

Level 8	Zephyrus	Resurrect	Coverus	Divide
	Location: Uhra — Residential Area (Open the invisible treasure chest; Sunderch Glasses required.)	Location: Kelolon Village — Kelolon Shop (Purchase only)	Location: Ipsilon Mountains — Near Mountain Hut (Open the invisible treasure chest; Sunderch Glasses required.)	Location: Kelolon Village (Defeat King Kelolon.)
	MP: 70	MP: 40	MP: 60	MP: 80
	Casting Time: 2F	Casting Time: 1H	Casting Time: 1H	Casting Time: 2F
	Range: All allies	Range: One ally	Range: One ally	Range: All enemies
	Description: Greatly recovers HP of all party members	Description: Restores full HP to a KO'd party member	Description: Creates a strong barrier that absorbs damage and protects a party member	Description: Inflicts damage on all enemies based on your current HP



BLACK MAGIC SPELL BOOK

Level 1	Flare	Aqua	Wind	Ground
	Location: Default spell for Level 1 Black Magic skill	Location: Ipsilon Mountains — Mining Site (Climb the short ladder on the far right to locate the treasure chest.)	Location: Default spell for Level 1 Black Magic skill	Location: Ipsilon Mountains — Valley Road (Search the pot in the narrow upper-right path.)
	MP: 5	MP: 5	MP: 5	MP: 5
	Casting Time: 1A	Casting Time: 1A	Casting Time: 1A	Casting Time: 1A
	Range: One enemy	Range: One enemy	Range: One enemy	Range: One enemy
	Description: Inflicts a moderate amount of Fire-element damage on one enemy	Description: Inflicts a moderate amount of Water-element damage on one enemy	Description: Inflicts a moderate amount of Wind-element damage on one enemy	Description: Inflicts a moderate amount of Earth-element damage on one enemy
Level 2	Sleep	Poison	Paralyze	Prism
	Location: Default spell for Level 2 Black Magic skill	Location: Grand Staff Construction Base — Engineer's Resting Room (Search the canister.)	Location: The White Boa —Engine Area (After sneaking past the second security bot, press the button to open the door and reveal the treasure chest.)	Location: Default spell for Level 2 Black Magic skill
	MP: 20	MP: 20	MP: 20	MP: 15
	Casting Time: 1B	Casting Time: 1B	Casting Time: 1B	Casting Time: 2C
	Range: One enemy	Range: One enemy	Range: One enemy	Range: All enemies
	Description: Puts one enemy to sleep.	Description: Poisons one enemy	Description: Paralyzes one enemy	Description: Inflicts a moderate amount of random elemental damage on all enemies
Level 3	Seal	Stone	Curse	Force
	Location: Default spell for Level 3 Black Magic skill	Location: Default spell for Level 3 Black Magic skill	Location: Crimson Forest Sorcerer's Shrine — Dungeon Shrine (Open the treasure chest near the entrance to the Obsidian Miasma boss.)	Location: Various (Complete the Cubic Music Score 1 challenge.)
	MP: 20	MP: 20	MP: 15	MP: 10
	Casting Time: 1C	Casting Time: 1C	Casting Time: 1C	Casting Time: 1B
	Range: One enemy	Range: One enemy	Range: One enemy	Range: One enemy
	Description: Seals one enemy	Description: Inflicts signs of petrification on one enemy	Description: Curses one enemy	Description: Inflicts weak physical damage on one enemy
Level 4	Flara	Aquara	Winda	Grounda
	Location: Default spell for Level 4 Black Magic skill	Location: Acquired when Sarah joins party	Location: Default spell for Level 4 Black Magic skill	Location: Acquired when Sarah joins party
	MP: 20	MP: 20	MP: 20	MP: 20
	Casting Time: 1D	Casting Time: 1D	Casting Time: 1D	Casting Time: 1D
	Range: One enemy	Range: One enemy	Range: One enemy	Range: One enemy
	Description: Inflicts significant amount of Fire-element damage on one enemy	Description: Inflicts significant amount of Water-element damage on one enemy	Description: Inflicts significant amount of Wind-element damage on one enemy	Description: Inflicts significant amount of Earth-element damage on one enemy

Level 5	Flare Mine	Aqua mine	All-Curse	Prisma
	Location: Default spell for Level 5 Black Magic skill	Location: Experimental Staff — Operation Division (Operate the central crane on the upper platform to create a walkway to the treasure chest.)	Location: City of Uhra — Back Alley Sewers (Complete the drainage puzzle in the Uhra Sewers.)	Location: Default spell for Level 5 Black Magic skill
	MP: 30	MP: 30	MP: 45	MP: 30
	Casting Time: 1E	Casting Time: 1E	Casting Time: 2E	Casting Time: 2F
	Range: One ally	Range: One ally	Range: All enemies	Range: All enemies
	Description: Bestows one party member with Fire-element counterattack	Description: Bestows one party member with Water-element counterattack	Description: Curses all enemies	Description: Inflicts significant amount of random elemental damage on all enemies

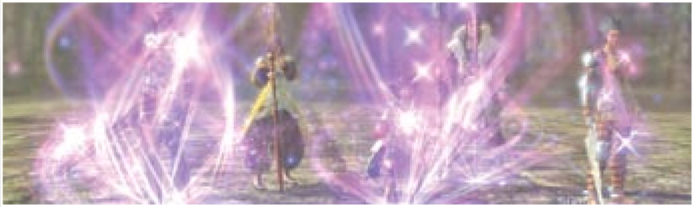
Level 6	Wind Mine	Ground Mine	Jamming	Forcea
	Location: Default spell for Level 6 Black Magic skill	Location: Gohtza — Raihel's General Store (Purchase only)	Location: Default spell for Level 6 Black Magic skill	Location: Burning Cave — Path of Dankness (Walk through the poisonous cloud to the treasure chest.)
	MP: 30	MP: 30	MP: 30	MP: 25
	Casting: 1F	Casting Time: 1F	Catsting Time: 1F	Casting Time: 1E
	Range: One ally	Range: One ally	Range: One enemy	Range: One enemy
	Description: Bestows one party member with Wind-element counterattack	Description: Bestows one party member with Earth-element counterattack	Description: Slows down magic casting time of one enemy	Description: Inflicts physical damage on one enemy

Level 7	Flarus	Aquaus	Windus	Groundus
	Location: Default spell for Level 7 Black Magic skill	Location: Grand Staff — Engine Section (On catwalk to right of entrance)	Location: Default spell for Level 7 Black Magic skill	Location: Grand Staff — Engine Section (Fall off the first pipe after turning off the steam.)
	MP: 35	MP: 35	MP: 35	MP: 35
	Casting Time: 1G	Casting Time: 1G	Casting Time: 1G	Casting Time: 1G
	Range: One enemy	Range: One enemy	Range: One enemy	Range: One enemy
	Description: Inflicts massive amount of Fire-element damage on one enemy	Description: Inflicts massive amount of Water-element damage on one enemy	Description: Inflicts massive amount of Wind-element damage on one enemy	Description: Inflicts massive amount of Earth-element damage on one enemy

Level 8	Prismus	Forceus	Leveler	Death
	Location: Sea of Baus (Open the invisible treasure chest; Sunderch Glasses required.)	Location: Ipsilon Mountains — Peak (Open the invisible treasure chest; Sunderch Glasses required.)	Location: Snowfields of the Northern Land (Defeat the Blue Dragon.)	Location: Northern Cape (Open the invisible treasure chest; Sunderch Glasses required.)
	MP: 60	MP: 50	MP: 150	Required MP: 100
	Casting Time: 2H	Casting Time: 1H	Casting Time: 4S	Casting Time: 4S
	Range: All enemies	Range: One enemy	Range: One enemy	Range: One enemy
	Description: Inflicts massive amount of random elemental damage on all enemies	Description: Inflicts powerful physical damage on one enemy	Description: Inflicts damage on one enemy based on your current HP	Description: Instantly kills one enemy

SPIRIT MAGIC SPELL BOOK

Level 1	Refresh	Shadow	Dodger	Chime
	Location: Crimson Forest — Near Swamp (After Mack joins the party, ride a floating platform and ram the Pillar of Rocks.)	Location: Default spell for Level 1 Spirit Magic skill	Location: Various (Complete the Cubic Music Score 2 challenge.)	Location: Default spell for Level 1 Spirit Magic skill
	MP: 5	MP: 5	MP: 5	MP: 5
	Casting Time: 1G	Casting Time: 1H	Casting Time: 1A	Casting Time: 1A
	Range: Row of allies	Range: All enemies	Range: One ally	Range: One ally
	Description: Slightly recovers HP of a row of party members	Description: Inflicts low non-elemental damage on all enemies	Description: Increases evasion rate of one party member	Description: Wakes up one party member from Sleep
Level 2	Regenerate	Powera	Minda	Gamble
	Location: Numara Atoll (Search the chest in the northeast corner.)	Location: Default spell for Level 2 Spirit Magic skill	Location: Default spell for Level 2 Spirit Magic skill	Location: Mountain Village Tosca (Speak to the girl next to the Kelolon statue in Tolty's Inn, then put wreaths on all 16 Kelolons in Tosca Village.)
	MP: 10	MP: 10	MP: 10	MP: 10
	Casting Time: 1B	Casting Time: 1B	Casting Time 1B	Casting Time: 1H
	Range: One ally	Range: One ally	Range: One ally	Range: One enemy
	Description: Gives one party member weak gradual HP recovery	Description: Slightly increases the physical attack of one party member	Description: Slightly increases the magical attack of one party member	Description: Inflicts a random amount of damage on one enemy
Level 3	Speeda	Slower	Ailment Void	Lost
	Location: Default spell for Level 3 Spirit Magic skill	Location: Default spell for Level 3 Spirit Magic skill	Location: Northern Cape (Complete the "Lirum's Treasure" treasure hunt.)	Location: Old Sorceress' Mansion — Hermitage (Locate the treasure chest on the west side of the mirror maze.)
	MP: 15	MP: 15	MP: 15	MP: 15
	Casting Time: 1C	Casting Time: 1C	Casting Time: 1F	Casting Time: 1C
	Range: One ally	Range: One enemy	Range: One ally	Range: One enemy
	Description: Increases the speed of one party member	Description: Decreases the speed of one enemy	Description: Increases one party member's ability to evade status ailments	Description: Expels one enemy away from battle
Level 4	Refresha	Shadowa	Fear	Virus
	Location: Black Cave — Helltrap (Head past the second windy cave and examine treasure chest.)	Location: Default spell for Level 4 Spirit Magic skill	Location: Default spell for Level 4 Spirit Magic skill	Location: Old Sorceress' Mansion — Exterior (Complete "The Bird's Shiny Treasure" treasure hunt.)
	MP: 20	MP: 20	MP: 20	MP: 20
	Casting Time: 2B	Casting Time: 2C	Casting Time: 1D	Casting Time: 1D
	Range: Row of allies	Range: All enemies	Range: One enemy	Range: One enemy
	Description: Recovers HP of a row of party members	Description: Inflicts moderate non-elemental damage on all enemies	Description: Inflicts Terror on one enemy	Description: Inflicts Virus on one enemy



Level 5	Regenera	Powerus	Mindus	Splitter
	Location: Port of Saman — Oreego's Emporium (examine the vessel.)	Location: Default spell for Level 5 Spirit Magic skill	Location: Default spell for Level 5 Spirit Magic skill	Location: Port of Saman (Complete the "Talio's Returned Favor" treasure hunt.)
	MP: 25	MP: 40	MP: 40	MP: 25
	Casting Time: 1E	Casting Time: 1E	Casting Time: 1E	Casting Time: 1E
	Range: One ally	Range: One ally	Range: One ally	Range: One enemy
	Description: Gives one party member moderate gradual HP recovery	Description: Increases the physical attack of one party member	Description: Increases the magical attack of one party member	Description: Halves the HP of one enemy

Level 6	Faster	Delay	Ailment Break	Reset
	Location: Default spell for Level 6 Spirit Magic skill	Location: Default spell for Level 6 Spirit Magic skill	Location: Burning Cave — Strange Rocks (Wade into the deep pool of water and ram the tall pillar to knock down the treasure chest.)	Location: The Great Ancient Ruins — Astral Square (Find the chest with Seth's party while separated.)
	MP: 30	MP: 30	MP: 30	MP: 30
	Casting Time: 1F	Casting Time: 1F	Casting Time: 1F	Casting Time: 1F
	Range: One ally	Range: One enemy	Range: One enemy	Range: One enemy
	Description: Speeds up skill-activation time of one party member	Description: Slows down skill-activation time of one enemy	Description: Increases elemental weakness of one enemy	Description: Resets any parameter alterations to one enemy

Level 7	Refreshus	Shadowus	Reversa	Random
	Location: City of Numara — White Square (Complete the "Lost by the Fountain Square" treasure hunt.)	Location: Default spell for Level 7 Spirit Magic skill	Location: Ghost Town — City of Ruins (Complete the "Treasure in a Destroyed City" treasure hunt.)	Location: Default spell for Level 7 Spirit Magic skill
	MP: 35	MP: 35	MP: 35	MP: 5
	Casting Time: 2F	Casting Time: 2G	Casting Time: 1G	Casting Time: 1G
	Range: Row of allies	Range: All enemies	Range: One enemy	Range: One enemy
	Description: Greatly recovers the HP of a row of party members	Description: Inflicts high nonelemental damage on all enemies	Description: Inflicts damage on one enemy based on HP the user has lost	Description: Casts a random Spirit Magic spell

Level 8	Regenerus	All-Powerus	All-Mindus	Sacrifice Self
	Location: Ice Canyon (Open the invisible treasure chest; Sunderch Glasses required.)	Location: Default spell for Level 8 Spirit Magic skill	Location: Default spell for Level 8 Spirit Magic skill	Location: Temple of Enlightenment (Defeat the Legendary Spirit Sorcerer Fu.)
	MP: 50	MP: 80	MP: 80	MP: 100
	Casting Time: 1H	Casting Time: 2G	Casting Time: 2G	Casting Time: 3S
	Range: One ally	Range: All allies	Range: All allies	Range: All allies
	Description: Gives one party member strong gradual HP recovery	Description: Increases physical attack of all party members	Description: Increases magical attack of all party members	Description: Sacrifice your own life to revive all party members with some HP and MP

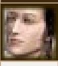
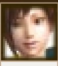
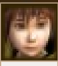
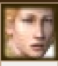
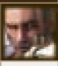
COMPOSITE MAGIC SPELL BOOK

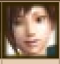
Spell	Lv	MP	Casting Time	Range	Spell 1	Spell 2	Description
Generate	Lv1	15	1B	One ally	Regenerate (Spirit Magic Lv2)	Heal (White Magic Lv1)	Slightly heals and casts Regenerate on a party member
Generata	Lv2	40	1E	One ally	Regenera (Spirit Magic Lv5)	Heala (White Magic Lv4)	Heals and casts Regenera on a party member
Generatus	Lv3	75	1H	One ally	Regenerus (Spirit Magic Lv8)	Healus (White Magic Lv7)	Greatly heals and casts Regenerus on a party member
All-Generate	Lv2	30	2B	All allies	Regenerate (Spirit Magic Lv2)	Zephyr (White Magic Lv2)	Slightly heals and casts Regenerate on all party members
All-Generata	Lv3	60	2E	All allies	Regenera (Spirit Magic Lv5)	Zephyra (White Magic Lv5)	Heals and casts Regenera on all party members
All-Generatus	Lv4	90	2H	All allies	Regenerus (Spirit Magic Lv8)	Zephyrus (White Magic Lv8)	Greatly heals and casts Regenerus on all party members
Poison-Cure	Lv1	30	2A	One row of allies	Refresh (Spirit Magic Lv1)	Cure Poison (White Magic Lv1)	Slightly recovers HP of a row of allies and cures them of Poison
Para-Cure	Lv1	30	2A	One row of allies	Refresh (Spirit Magic Lv1)	Cure Paralysis (White Magic Lv2)	Slightly recovers HP of a row of allies and cures them of Paralysis
Seal-Cure	Lv1	30	2A	One row of allies	Refresh (Spirit Magic Lv1)	Cure Seal (White Magic Lv3)	Slightly recovers HP of a row of allies and cures them of Seal
Stone-Cure	Lv1	30	2A	One row of allies	Refresh (Spirit Magic Lv1)	Cure Petrify (White Magic Lv4)	Slightly recovers HP of a row of allies and cures them of Petrify
All-Cure	Lv2	60	2D	One row of allies	Refresh (Spirit Magic Lv1)	Cure-All (White Magic Lv5)	Slightly recovers HP of a row of allies and cures them of status ailments
Poison-Cura	Lv2	60	2D	One row of allies	Refresha (Spirit Magic Lv4)	Cure Poison (White Magic Lv1)	Recovers HP of a row of allies and cures them of Poison
Para-Cura	Lv2	60	2D	One row of allies	Refresha (Spirit Magic Lv4)	Cure Paralysis (White Magic Lv2)	Recovers HP of a row of allies and cures them of Paralysis
Seal-Cura	Lv2	60	2D	One row of allies	Refresha (Spirit Magic Lv4)	Cure Seal (White Magic Lv3)	Recovers HP of a row of allies and cures them of Seal
Stone-Cura	Lv2	60	2D	One row of allies	Refresha (Spirit Magic Lv4)	Cure Petrify (White Magic Lv4)	Recovers HP of a row of allies and cures them of Petrify
All-Cura	Lv3	90	2H	One row of allies	Refresha (Spirit Magic Lv4)	Cure-All (White Magic Lv5)	Recovers HP of a row of allies and cures them of status ailments
Poison-Curus	Lv3	90	2H	One row of allies	Refreshus (Spirit Magic Lv7)	Cure Poison (White Magic Lv1)	Greatly recovers HP of a row of allies and cures them of Poison
Para-Curus	Lv3	90	2H	One row of allies	Refreshus (Spirit Magic Lv7)	Cure Paralysis (White Magic Lv2)	Greatly recovers HP of a row of allies and cures them of Paralysis
Seal-Curus	Lv3	90	2H	One row of allies	Refreshus (Spirit Magic Lv7)	Cure Seal (White Magic Lv3)	Greatly recovers HP of a row of allies and cures them of Seal
Stone-Curus	Lv3	90	2H	One row of allies	Refreshus (Spirit Magic Lv7)	Cure Petrify (White Magic Lv4)	Greatly recovers HP of a row of allies and cures them of Petrify
All-Curus	Lv4	120	3A	One row of allies	Refreshus (Spirit Magic Lv7)	Cure-All (White Magic Lv5)	Greatly recovers HP of a row of allies and cures them of status ailments
No Poison	Lv2	10	2A	All allies	Ailment Void (Spirit Magic Lv3)	Cure Poison (White Magic Lv1)	Removes Poison from all party members
No Paralysis	Lv2	20	2A	All allies	Ailment Void (Spirit Magic Lv3)	Cure Paralysis (White Magic Lv2)	Removes Paralysis from all party members
No Seal	Lv2	30	2A	All allies	Ailment Void (Spirit Magic Lv3)	Cure Seal (White Magic Lv3)	Removes Seal from all party members
No Petrify	Lv2	40	2A	All allies	Ailment Void (Spirit Magic Lv3)	Cure Petrify (White Magic Lv4)	Removes Petrify from all party members
All-Cure All	Lv4	80	2D	All allies	Ailment Void (Spirit Magic Lv3)	Cure-All (White Magic Lv5)	Removes status ailments from all party members
All-Sleep	Lv3	40	2A	All enemies	Ailment Break (Spirit Magic Lv6)	Sleep (Black Magic Lv2)	Puts all enemies to sleep

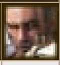
Spell	Lv	MP	Casting Time	Range	Spell 1	Spell 2	Description
All-Poison	Lv3	40	2A	All enemies	Ailment Break (Spirit Magic Lv6)	Poison (Black Magic Lv2)	Poisons all enemies
All-Paralysis	Lv3	40	2A	All enemies	Ailment Break (Spirit Magic Lv6)	Paralyze (Black Magic Lv2)	Paralyzes all enemies
All-Seal	Lv3	40	2A	All enemies	Ailment Break (Spirit Magic Lv6)	Seal (Black Magic Lv3)	Seals all enemies
All-Stone	Lv3	40	2A	All enemies	Ailment Break (Spirit Magic Lv6)	Stone (Black Magic Lv3)	Inflicts signs of petrification on all enemies
All-Flare	Lv1	10	2A	All enemies	Shadow (Spirit Magic Lv1)	Flare (Black Magic Lv1)	Inflicts a moderate amount of Fire-element damage on all enemies
All-Flara	Lv2	40	2D	All enemies	Shadowa (Spirit Magic Lv4)	Flara (Black Magic Lv4)	Inflicts a significant amount of Fire-element damage on all enemies
All-Flarus	Lv3	70	2H	All enemies	Shadowus (Spirit Magic Lv7)	Flarus (Black Magic Lv7)	Inflicts a massive amount of Fire-element damage on all enemies
All-Aqua	Lv1	10	2A	All enemies	Shadow (Spirit Magic Lv1)	Aqua (Black Magic Lv1)	Inflicts a moderate amount of Water-element damage on all enemies
All-Aquara	Lv2	40	2D	All enemies	Shadowa (Spirit Magic Lv4)	Aquara (Black Magic Lv4)	Inflicts a significant amount of Water-element damage on all enemies
All-Aquaus	Lv3	70	2H	All enemies	Shadowus (Spirit Magic Lv7)	Aquaus (Black Magic Lv7)	Inflicts a massive amount of Water-element damage on all enemies
All-Wind	Lv1	10	2A	All enemies	Shadow (Spirit Magic Lv1)	Wind (Black Magic Lv1)	Inflicts a moderate amount of Wind-element damage on all enemies
All-Winda	Lv2	40	2D	All enemies	Shadowa (Spirit Magic Lv4)	Winda (Black Magic Lv4)	Inflicts a significant amount of Wind-element damage on all enemies
All-Windus	Lv3	70	2H	All enemies	Shadowus (Spirit Magic Lv7)	Windus (Black Magic Lv7)	Inflicts a massive amount of Wind-element damage on all enemies
All-Ground	Lv1	10	2A	All enemies	Shadow (Spirit Magic Lv1)	Ground (Black Magic Lv1)	Inflicts a moderate amount of Earth-element damage on all enemies
All-Grounda	Lv2	40	2D	All enemies	Shadowa (Spirit Magic Lv4)	Grounda (Black Magic Lv4)	Inflicts a significant amount of Earth-element damage on all enemies
All-Groundus	Lv3	70	2H	All enemies	Shadowus (Spirit Magic Lv7)	Groundus (Black Magic Lv7)	Inflicts a massive amount of Earth-element damage on all enemies
Flare Bound	Lv4	60	2A	All allies	Dodger (Spirit Magic Lv1)	Flare Mine (Black Magic Lv5)	Enables all party members to inflict Fire-element counterattacks
Aqua Bound	Lv4	60	2A	All allies	Dodger (Spirit Magic Lv1)	Aqua Mine (Black Magic Lv5)	Enables all party members to inflict Water-element counterattacks
Wind Bound	Lv4	60	2A	All allies	Dodger (Spirit Magic Lv1)	Wind Mine (Black Magic Lv6)	Enables all party members to inflict Wind-element counterattacks
Ground Bound	Lv4	60	2A	All allies	Dodger (Spirit Magic Lv1)	Ground Mine (Black Magic Lv6)	Enables all party members to inflict Earth-element counterattacks
Toxin	Lv4	90	2A	One enemy	Virus (Spirit Magic Lv4)	Poison (Black Magic Lv2)	Inflicts Toxin on one enemy
All-Resurrect	Lv4	150	3D	All allies	Sacrifice Self (Spirit Magic Lv8)	Resurrect (White Magic Lv8)	Revives all KO'd party members and recovers a large amount of HP
Annihilation	Lv4	200	3H	All enemies	Sacrifice Self (Spirit Magic Lv8)	Leveler (Black Magic Lv8)	Summons a meteorite that wipes out all enemies in a battle

SKILLS

In the table that follows we provide a compendium of the skills that are available to your warriors. Note that skill names with an asterisk are executed in battle, while those without are activated automatically.

Skill	MP Cost	Description	Character					Accessory Item
								
1 Turn Cast	—	A red crystal made from magic technology; enables the user to cast a spell after a fixed timeframe, regardless of casting time ability						Rose Quartz
2 Accessories	—	Allows two accessories to be equipped simultaneously	31					
3 Accessories	—	Allows three acessories to be equipped					48	
3 Combo*	30	Consecutively attacks one enemy three times in a row			46			
Absorb All Elements	—	Absorbs Fire-, Water-, Wind-, and Earth-element damage						Quad-Element Seal
Absorb Attack	—	Occasionally absorbs the damage inflicted by enemies						Amulet
Absorb Earth	—	Absorbs Earth-element damage						Pipot Collar
Absorb Fire	—	Absorbs Fire-element damage						Sarah's Notebook
Absorb Guard	—	Nullifies enemy HP and MP absorption				37		
Absorb Magic	—	Occasionally absorbs the magic damage inflicted by enemies						Talisman
Absorb Transfer	—	Allows the user to transfer absorbed HP or MP to a party member in the back row	22					
Absorb Water	—	Absorbs Water-element damage						Blue Dragon Eye
Absorb Wind	—	Absorbs Wind-element damage						Aneira's Plume
Ailment Resistance	—	Grants immunity to all status ailments						Angel Guard
All Hit*	30	Inflicts damage on all enemies				46		
Angel Heart	—	Boosts the amount of HP restored by healing magic		15				
Anti-Blind	—	Grants immunity to Blind						Light Lens
Anti-Curse	—	Grants immunity to Curse						Curse Blocker
Anti-Dark	—	Grants immunity to Darkness						White Flame Candle
Anti-Dizzy	—	Grants immunity to Dizzy						Stabilizer
Anti-Freeze	—	Grants immunity to Freeze						Warm Vest
Anti-Kelolon	—	Grants immunity to Kelolon						Kelolon Earrings
Anti-Paralysis	—	Grants immunity to Paralysis						Yellow Band
Anti-Petrify	—	Grants immunity to Petrify						Medusa's Head
Anti-Poison	—	Grants immunity to Poison						Antidote Brooch
Anti-Seal	—	Grants immunity to Seal						Seal Blocker
Anti-Sleep	—	Grants immunity to Sleep						Alarm Clock
Anti-Terror	—	Grants immunity to Terror						Lion Heart
Attack Boost 1	—	Increases physical attack power						Power Bangle
Attack Boost 2	—	Increases physical attack power						Ogre Bangle
Auto Barrier	—	Always have Barrier in effect					35	Royal Emblem
Auto HP Recovery	—	Automatic HP recovery at the end of every turn						White Charm
Auto MP Recovery	—	Automatic MP recovery at the end of every turn						Crystal Fragment
Auto Shield	—	Always have Shield in effect					35	Golden Gauntlet
Award Medal*	20	Raises the abilities of one party member				25		
Black Staff	—	Enables all staff users to equip Jansen's unique staffs	37					
Break Hit*	30	Bypasses any defense and directly inflicts damage on one enemy				31		
Casting Support*	20	Reduces the spellcasting time for one party member		15				
Combo*	10	Consecutively attacks one enemy twice in a row			15			
Complete Defense*	20	Nullifies all damage for a while				43		
Concentrate*	10	Reduces the spellcasting time of the user		15				
Counter	—	Randomly performs a counterattack against the enemy's regular attacks			16			Combat Teachings
Counter 2	—	Performs a frequently successful counterattack against the enemy's regular attacks						Sarbella Fang

Skill	MP Cost	Description	Character					Accessory Item
								
Counter Guard	—	Occasionally guards against enemy counterattacks				25		
Counter Seal*	20	Nullifies the enemy's counterattack (once per battle)					35	
Counter Up	—	Increases counterattack rate						Black Belt
Crisis Attack Boost	—	Increased magical and physical attack power during Critical HP status						Berserker's Necklace
Crisis Concentration	—	Magic-casting time reduced during Critical HP status						Sage's Protection
Crisis Defense	—	Complete defense will be activated in Critical HP status (once per battle)						Holy Guard
Crisis Defense Boost	—	Increased magical and physical defense power during Critical HP status						Holy Knight Charm
Crisis Prayer	—	Automatically recovers HP during Critical HP status						Happy Flower
Critical Heal	—	HP recovery when critical hits occur						Lucky Clover
Cut Down*	20	Inflicts damage on enemy front row and reduces enemy GC				25		Scroll of Dissection
Defense Boost 1	—	Increases physical defense						Knight Earrings
Defense Boost 2	—	Increases physical defense						Lord's Earrings
Double Back	—	Occasionally doubles the counterattack damage						Twin Cross
Double Experience	—	Doubles the experience obtained after winning a battle					44	
Double Gold	—	Doubles the gold obtained after winning a battle					35	
Double Item	—	Two items can be used at the same time					35	
Double Loot	—	Occasionally doubles the items obtained after winning a battle					35	
Double SP	—	Doubles the SP obtained after winning a battle					35	
Double-Cast	—	Two spells can be cast consecutively	52					
Drain Shower	—	Shares absorbed HP or MP with all allies when attacking	40					
Earth Proof	—	Nullifies Earth-element damage						Ochre Earth Amulet
Earth Resistance Up	—	Reduces Earth-element damage						Earth Charm
Elements Resistance Up	—	Reduces Fire-, Water-, Wind-, and Earth-element damage						Quad-Element Charm
Evade Up	—	Increases evasion rate against normal attacks						Kelolon Badge
Factual Analysis	—	Reveals the types and attributes of enemies	13					Hawk Eye
Fire Proof	—	Nullifies Fire-element damage						Blazing Fire Amulet
Fire Resistance Up	—	Reduces Fire-element damage						Fire Charm
Freeform	—	Grants immunity to Formation Paralysis						General's Pen
Guard Heal	—	Recovers HP when Defend is used						Platinum Gauntlet
Half All Magic	—	A protector that emits a barrier that reduces the effect of magical attacks						Mana Protector
HP Max Up 1	—	Increases max HP						Life Brooch
HP Max Up 2	—	Increases max HP						Toughness Brooch
HP Max Up 3	—	Increases max HP						Gigantes Brooch
HP Max Up 4	—	Increases max HP						Royal Knight's Emblem
Huge MP Gift*	—	Transfers the user's MP to another party member				49		
Lucky 0 Magic Damage	—	Occasionally decreases the damage inflicted by magic to 0						Mimint Ear
Lucky GC Ignore	—	Occasionally ignores GC when causing damage to the enemy					52	
Lullaby*	—	Puts all enemies asleep and ends the battle				25		
Lv1 Black Magic	—	Enables use of Black Magic up to Level 1	10					
Lv1 Black-White Magic	—	Enables use of Black and White Magic up to Level 1						Novice Earrings
Lv1 Composite Magic	—	Enables use of Composite Magic up to Level 1						Magic Research Report
Lv1 Spirit Magic	—	Enables use of Spirit Magic up to Level 1			15			Eastern Spirit Band
Lv1 White Magic	—	Enables use of White Magic up to Level 1	10	15				
Lv2 Black Magic	—	Enables use of Black Magic up to Level 2	10					
Lv2 Black-White Magic	—	Enables use of Black and White Magic up to Level 2						Apprentice Earrings
Lv2 Composite Magic	—	Enables use of Composite Magic up to Level 2						Magic Trial Record
Lv2 Spirit Magic	—	Enables use of Spirit Magic up to Level 2			15			Bronze Spirit Band
Lv2 White Magic	—	Enables use of White Magic up to Level 2	16	15				
Lv3 Black Magic	—	Enables use of Black Magic up to Level 3	19					
Lv3 Black-White Magic	—	Enables use of Black and White Magic up to Level 3						Adept Earrings
Lv3 Composite Magic	—	Enables use of Composite Magic up to Level 3						Magic Analysis Book
Lv3 Spirit Magic	—	Enables use of Spirit Magic up to Level 3			19			Red-Copper Band
Lv3 White Magic	—	Enables use of White Magic up to Level 3		19				
Lv4 Black Magic	—	Enables use of Black Magic up to Level 4	25					
Lv4 Black-White Magic	—	Enables use of Black and White Magic up to Level 4						Sorceror Earrings
Lv4 Composite Magic	—	Enables use of Composite Magic up to Level 4						Composite Magic Book
Lv4 Spirit Magic	—	Enables use of Spirit Magic up to Level 4			25			Gold Spirit Band
Lv4 White Magic	—	Enables use of White Magic up to Level 4		25				
Lv5 Black Magic	—	Enables use of Black Magic up to Level 5	28					
Lv5 Black-White Magic	—	Enables use of Black and White Magic up to Level 5						Earrings of Wisdom
Lv5 Spirit Magic	—	Enables use of Spirit Magic up to Level 5			28			Obsidian Spirit Band
Lv5 White Magic	—	Enables use of White Magic up to Level 5		28				
Lv6 Black Magic	—	Enables use of Black Magic up to Level 6	34					
Lv6 Black-White Magic	—	Enables use of Black and White Magic up to Level 6						Wisdom Earrings
Lv6 Spirit Magic	—	Enables use of Spirit Magic up to Level 6			34			Diamond Spirit Band

Skill	MP Cost	Description	Character					Accessory Item
								
Lv6 White Magic	—	Enables use of White Magic up to Level 6		34				
Lv7 Black Magic	—	Enables use of Black Magic up to Level 7	43					
Lv7 Black-White Magic	—	Enables use of Black and White Magic up to Level 7						Sage Earrings
Lv7 Spirit Magic	—	Enables use of Spirit Magic up to Level 7			43			Enchanted Necklace
Lv7 White Magic	—	Enables use of White Magic up to Level 7		43				
Lv8 Black Magic	—	Enables use of Black Magic up to Level 8	49					
Lv8 Black-White Magic	—	Enables use of Black and White Magic up to Level 8						Master Earrings
Lv8 Spirit Magic	—	Enables use of Spirit Magic up to Level 8			49			Cursed Crest
Lv8 White Magic	—	Enables use of White Magic up to Level 8		49				
Magic Defense Boost 1	—	Increases magical defense						Pixie Flower
Magic Defense Boost 2	—	Increases magical defense						Elfin Charm
Magic Seal*	20	Nullifies the effect of a spell cast by one enemy (once per battle)					35	
Member Hit*	10	Inflicts damage on one enemy based on the member difference				28		
Mental Stability 1	—	Reduces interference with magic-casting speed caused by enemy attacks		22				
Mental Stability 2	—	Reduces interference to magic-casting caused by enemy attacks		52				
MP Conservation	—	Reduces the MP used by skills and magic by 25%						Bracelet of Efficiency
MP Convert*	—	Turns remaining HP into MP (once per battle)		40				
MP Gift*	—	Transfers some of the user's MP to another party member				34		
MP Guard	—	Damage taken from MP instead of HP when HP is low				25		
MP Max Up 1	—	Increases max MP						Mana Earrings
MP Max Up 2	—	Increases max MP						Mind Bangle
MP Max Up 3	—	Increases max MP						Sorcerer's Bracelet
MP Max Up 4	—	Increases max MP						Kelonga Crown
Nullify All Elements	—	Nullifies Fire-, Water-, Wind-, and Earth-element damage						Quad-Element Amulet
Persistence	—	Stays alive even when damage taken depletes HP to 0				25		
Potion Booster	—	Boosts the amount of HP restored by healing items during battle						Herbalist's Badge
Power Guard	—	Defend becomes stronger				25		
Power Hit*	10	Inflicts a powerful and damaging attack on one enemy			15	25		
Prayer*	—	Recovers the HP of one party member		16				
Reduce Casting Time 1	—	Reduces spellcasting time by 25%		31				
Reduce Casting Time 2	—	Reduces spellcasting time by 50%		46				
Reduce Casting Time 3	—	Significantly reduces spell-casting time						Accelerator
Relax	—	Recovers MP when Defend is used						Circlet
Resourceful	—	Increases the effect of items used during battles					35	
Royal Equipment	—	Allows Uhra Royal equipment to be equipped				40		
Skill Hit*	10	Inflicts damage on one enemy based on currently equipped skills						Scroll of Secret Skills
Slot + 10	—	Increases skill slots by 10						1000 Year Memories
Slot + 3	—	Increases skill slots by 3						Awakening Bracelet
Slot + 5	—	Increases skill slots by 5						Freedom Armband
Slot Hit*	10	Inflicts damage on one enemy depending on your allies' empty skill slots						Scroll of Balance
Special Accessory	—	Allows special accessories to be equipped					40	
Spell Counter	—	Randomly performs a Black Magic counterattack against the enemy's magical attacks			31			Warrior's Armband
Spell Counter 2	—	Performs a frequently successful magical counterattack against the enemy's magical attacks						Illusionist Gauntlet
Stand Firm*	5	Reduces GC loss when attacked for a short while			40			10 Kilo Weight
Stand Ready	—	Recovers GC when Defend is used while being attacked						Knight's Code
Status Analysis	—	Reveals the HP and status of enemies						Search Glasses
Steal*	—	Steals an item from one enemy	10				35	Thief's Bracelet
Taunt*	5	Taunted enemy will direct attacks against user			22		35	
Treasure Analysis	—	Reveals the items carried by enemies						Treasure Glasses
Turn-Tail*	—	Enables you to always flee from battle					35	Turn-Tail Shoes
Ultimate Analysis	—	Reveals all information relating to enemies					37	
Ultimate Hit*	100	Inflicts damage on all emeies and absorbs HP and MP				**		
Wall*	10	Slightly increases GC of the front row			15			
Walla*	30	Increases GC of the front row			37			
Wallus*	50	Significantly increases GC of the front row			52			
Water Proof	—	Nullifies Water-element damage						Ice Water Amulet
Water Resistance Up	—	Reduces Water-element Damage						Water Charm
Weapon Guard	—	Occasionally guards from the enemy's attacks				25		Sword Teachings
Weapon Guard 2	—	Frequently guards from the enemy's attacks						Master's Secret Script
White Staff	—	Enables all staff users to equip Cooke's unique staffs		37				
Wind Resistance Up	—	Reduces Wind-element Damage						Wind Charm
Wind Proof	—	Nullifies Wind-element damage						High Wind Amulet
Zero MP Consumption	—	An eternal engine that creates infinite magic energy; enables you to cast spells without MP consumption						Eternal Magic Engine

**Tolten learns Ultimate Hit during the battle against the Golden Knight

ENEMIES

LASTLY, WE'VE PROVIDED ALL THE ESSENTIAL STATS FOR THE GAME'S OUTRAGEOUS NUMBER OF ENEMIES. NOTE THAT ENEMIES APPEAR IN MULTIPLE REGIONS; THEIR STATS MAY VARY BY REGION, AND MAY DIFFER FROM THOSE SHOWN HERE.

Enemy	HP	Type	Element	Steal 1	Steal 2	Drop 1	Drop 2	Drop 3	Drop 4
Ageless One	440	Magic	None	Gale Wing		Wind Seal Leaf	Sticky Tape	Whetstone	
Alchemist	3170	Mechanical	Earth	Magic Crystal	Replica Staff	Magic Staff Fragment			
Alraune	670	Magic	Water	Flower of Suspicion	Vampire Bottle	Blood Sucking Needle	Life Stealing Tooth	Pumice of Despair	Incense of Distrust
Ancient Grass	1280	Hardened	Fire	Stone Beast's Horn	Ancient Statue	Living Gypsum	Stone Beast's Fang	Ancient Statue	
Aqua Sphere	270	None	Water	Magic-Luring Stone		Sticky Tape	Cold Water Stone		
Armored Train	5500	Mechanical	None						
Baballoon	7200	None	Fire	Draining Stone	Death Powder	Purgatory Ore	Dark Demon Note	Forbidden Explosive	
Baddy	6900	Spirit Magic	Earth	Ultra Paralysis Fluid	Paralyzing Thorn	Roaring Iron Claw	Paralyzing Thorn	Sealing Stone	Mother Nature's Spirit
Balloon	400	None	Fire	Flare Bomb		Magma Fragment	Magic-Luring Stone		
Behemoth	4520	Beast	Earth	Frontier Siderite		Quality Iron Sand	Nutrition of the Earth	Beat Stone	
Bela	1660	Aerial	Fire	Phoenix Tail	Vampire Bottle	Wyvern's Sharp Claw	Draining Stone	Adamantine Ore	Ancient Statue
Big Guana	2940	Beast	Fire	Mother Nature's Spirit	Mist of Darkness	Blinding Powder	Dark Flame	Beat Stone	Paraweed Thorn
Big Owl	550	Aerial	Wind	Healing Medicine		Wind Seal Leaf	Sharp Beak		
Black Kelolon	16520	Kelolon	Water	Death Powder	Kelolon Heart	Adamantine Ore	Kelolon's Soul	Glacial Ice	
Bloody Bat	900	Aerial	Wind	Blood Cloth Crystal	Cape of Illusions	Living Brass			
Bodyguard	16240	Kelolon	None						
Cliffhanger	130	None	Earth	Poison Oil		Whetstone	Poison Oil		
Clipper	830	Hardened	Earth	Hard Skin	Mighty Carapace	Hard Skin	Shark Skin		
Colba	760	Magic	Water	Beast Hide Rasp	Guardian Ore	Adamantine Ore			
Controlled One	3360	None	None						
Cyclops	1240	Mechanical	None						
Dagger Bird	110	Aerial	Wind	Healing Medicine		Healing Medicine	Sharp Beak		
Dandoman	1700	Beast	None	Blood Cloth Crystal		Beast's Horn	Raging Beast's Eye		
Dark Sorcerer	980	Magic	Fire	Waterfall Cluster		Sticky Tape	Mysterious Perfume		
Diacorn	180	Beast	Earth	Healing Medicine		Quality Iron Sand	Beast's Horn		
Dinozaoro	34080	Organic	None						
Doll Queen	1130	Magic	None						
Don Laploss	1710	Beast	Fire	Don Laploss Claws		Don Laploss Claws			
Earth Elemental	9640	Aerial	Earth	Mother Nature's Spirit	Ancient Statue	Gorgon Mask	Living Gypsum	Stone Beast's Fang	Ancient Statue
Earth Colossus	1220	Hardened/ Spirit Magic	Earth	Hard Skin		Eastern Red Ore			
Eastern Sage	5240	Spirit Magic	None						
Eastern Warrior	2160	Spirit Magic	None	Frontier Siderite	Magic Power Device	Mother Nature's Spirit	Loud Bell	Roaring Iron Claw	Round Spirit Stone
Elmon	440	None	Earth	Bent Needle	Jet Black Cloth	Wind Seal Leaf	Tornado Leaf	Bent Needle	

Enemy	HP	Type	Element	Steal 1	Steal 2	Drop 1	Drop 2	Drop 3	Drop 4
Elmon Leader	4800	None	Earth						
Elmon Leader (w/Crown)	6000	None	Earth	Mind Bangle		Mind Bangle			
Enchanted Beast	14250	Beast	None	Magic-Storing Stone	Magic-Sealing Vase	Star Absorber			
Evil Eye	2670	Spirit Magic							
Experiment No. 1	11700	Organic	None	Adamantine Ore	Death Powder	Draining Stone	Iron Ball of Ruin	White Charm	
Experiment No. 25	5940	Magic	None	Power Reactor	Generator	Pendulum	Power Reactor		
Experiment No. 28	565	Mechanical	None	Sticky Tape	Poisonous Bones	Thief's Key Ring	Poisonous Red Snake	Toxin Butterfly Scales	
Experiment No. 42	1640	Mechanical	None	Living Gypsum	Gorgon Mask	Living Gypsum	Stone Beast's Fang	Mother Nature's Spirit	
Experiment No. 44	670	Mechanical	None	Living Gypsum	Gorgon Mask	Whetstone	Beast Hide Rasp	Living Gypsum	Stone Beast's Fang
Explosive Bug	2880	Organic	Wind	Dark Flame	Mist of Darkness	Perpetual Darkness			
Explosive Bug	4110	Organic	Wind						
Explosive Bug	880	Organic	Wind	Paraweed Needle		Bug's Stomach	Paraweed Needle		
External Engine Unit	730	Mechanical	None						
Fire Elemental	9640	Aerial	Fire	Purgatory Ore	Necrosis Mold	Poisonous Bones	Poison Oil	Toxin Butterfly Scales	Necrosis Mold
Fire Fly	4080	Aerial	Fire	Mana Bottle	Black Monster Bug Oil	Black Monster Bug Oil			
Flame Beast	2990	Beast	Fire	Waterfall Cluster	Beast King's Claw	Glacial Ice	Raging Beast's Eye	Unicorn's Horn	Adamantine Ore
Flame Sphere	310	Magic	Fire	Junk Parts		Magma Fragment	Mysterious Perfume		
Flame Tower	3900	Mechanical	Fire	Seal Cross	Spent Magic Engine	Sealing Stone			
Floating Fish	340	None	Water	Paraweed Thorn		Cold Water Stone	Paraweed Thorn		
Flyweight Kelolon	270	Kelolon	Water	Healing Medicine		Whetstone	Kelo-Oil		
Fossil Fish	1280	Hardened	Earth	Frontier Siderite	Ancient Statue	Mother Nature's Spirit	Metal Scale	Nightmare Seal	Fairy's Cradle
Gaiatoad	2000	Organic	Earth	Poison Oil	Poisonous Bones	Toxin Butterfly Scales	Necrosis Mold	Poisonous Red Snake	Byproduct X
Gate Keeper	6900	Spirit Magic	None	Brass Key	Cape of Illusions	Round Spirit Stone	Paralyzing Thorn	Sealing Stone	Purgatory Ore
General	4050	None	Wind/ Earth						
Gigantes	6900	Spirit Magic	Earth	Beat Stone	Death Powder	Iron Ball of Ruin	Living Brass	Power Reactor	Adamantine Ore
Glacier Beast	640	Magic	Water	Mysterious Perfume	Replica Staff	Mysterious Perfume	Magic Crystal		
Glacier Fragment	640	Magic	Water			Thief's Charm			
Glacier Fragment	640	Magic	Water	Healing Herb	Replica Staff	Cold Water Stone	Rainbow Coral		
Gohtzan Infantry	980	None	None						
Golba	2110	Magic	Water	Beast Hide Rasp	Guardian Ore	Adamantine Ore			
Gold Kelolon	270	Kelolon	Water	Kelo-Oil	Kelolon Heart	Kelo-Oil	Kelo-Helmet	Kelolon Heart	
Granshaker	710	None	Water	Quality Iron Sand		Quality Iron Sand	Pumice of Despair		
Grantoad	820	None	Water	Poison Oil		Cold Water Stone	Poison Oil		
Gray Fossil	1330	Hardened	Wind	Gorgon Mask	Ancient Statue	Shark Skin	Metal Scale	Dark Demon Note	
Ground Sphere	290	Magic	Earth	Quality Iron Sand	Frontier Siderite	Black Pearl Powder	Loud Bell	Mysterious Perfume	Magic Crystal
Guana	1420	Beast	Fire	Raging Beast's Eye	Beast King's Claw	Sticky Tape	Gutsy Cloth	Beast's Horn	Raging Beast's Eye
Guard Armor β	3170	Mechanical	Wind	Pendulum	Generator	Power Reactor			
Guard Armor	1840	Mechanical	None	Generator		Sticky Tape	Junk Parts	Pendulum	
Guard Beast	225	Beast	None	Healing Herb		Quality Iron Sand			
Guard Beast	860	Beast	None	Healing Herb		Magic-Luring Stone	Blinding Powder		
Guard Dog	200	Beast	None	Sandman's Seal	Demon Sculpture	Beast Hide Rasp	Sandman's Seal	Nightmare Seal	
Guard Preshion	700	Aerial	None	Mana Herb		Sticky Tape	Poison Oil		
Gyaplos	920	Beast	Wind	Beast Hide Rasp	Guardian Ore	Wind Seal Life	Tornado Leaf	Beast's Horn	Raging Beast's Eye
Hell Shaker	9120	None	Water	Healing Herb		Beat Stone	Iron Ball of Ruin		
Hellish Kelolon	22190	Kelolon	Water	Death Powder	Kelolon Heart	Adamantine Ore	Kelolon's Soul	Glacial Ice	
Heracles	1170	Organic/ Hardened	None	Healing Tank	Spent Magic Engine	Eastern Red Ore	Ceremonial Crystal	Magic-Sealing Feather	Seal Cross

Enemy	HP	Type	Element	Steal 1	Steal 2	Drop 1	Drop 2	Drop 3	Drop 4
Ide	1200	Spirit Magic	None	Guardian Ore		Paraweed Thorn	Black Pearl Powder	Magic-Sealing Feather	
Immortal One	175000	Aerial	Earth						
Insector	1510	Hardened	Earth						
Iron Colossus	2260	Spirit Magic	None	Guardian Ore	Iron Ball of Ruin	Glacial Ice	Beast Hide Rasp	Beat Stone	Iron Ball of Ruin
Kelo Brigadier Captain	6780	Kelolon	None						
Kelo-Kelolon	460	Kelolon	Water	Kelo-Vitamin					
Kelolina	80	Kelolon	Water	Angel's Plume		Healing Medicine	Sticky Tape		
Keloline	690	Kelolon	Water	Angel's Plume		Sticky Tape	Kelo-Oil		
Kelolita	480	Kelolon	Water	Magic-Sealing Feather	Spent Magic Engine	Magic-Sealing Feather	Seal Cross		
Kelolon	80	Kelolon	Water	Healing Water		Whetstone			
Kelolon	3320	Kelolon	Water						
Kelolon Associate	1540	Kelolon	Water						
Kelolon Mama	1880	Kelolon	Water						
Kelolon Papa	2820	Kelolon	Water						
Kelo-Ranger	3390	Water	None						
Kelo-Sister	770	Kelolon	Water						
Kelo-Thug	2320	Kelolon	None						
Killer Bird	1050	Aerial	Wind	Tornado Leaf	Gale Wing	Bent Needle	Thief's Charm	Sharp Beak	Monster Bird's Plume
King Owl	1830	Aerial	Wind						
Land Walker	515	Mechanical	None						
Large Snail	280	Magic	Water	Life Stealing Tooth	Vampire Bottle	Blood Sucking Needle	Life Stealing Tooth		
Mad Carapace	105	Hardened	Water	Hard Skin		Whetstone	Hard Skin		
Mad Sarbella	290	Beast	Fire	Healing Medicine		Healing Medicine	Beast's Horn		
Magic Beast	26790	Beast	None						
Magic Infantry	2610	Organic	Earth	Ruin Mask	Magic Power Device	Loud Bell	Roaring Iron Claw		
Magic Insect	240	Organic	Wind	Magic-Luring Stone		Whetstone	Insect Innards		
Magic Insect	1260	Organic	Wind	Bug's Stomach	Giant Feeler	Black Monster Bug Oil			
Magic Insect	590	Organic	Wind	Giant Feeler		Insect Innards	Bug's Stomach	Paraweed Thorn	Wind Seal Leaf
Magic Pebble	50	Magic	Earth	Ground Bomb		Healing Medicine	Whetstone		
Magic Rock	40	Magic	Earth	Mana Herb		Quality Iron Sand			
Magic Slider	920	Mechanical	None	Sun Crystal		Junk Parts	Pendulum		
Magic Tower	670	Mechanical	None	Gutsy Cloth	Generator	Junk Parts	Pendulum		
Magi-Plant	1370	Spirit Magic	None	Magic Staff Fragment	Ultra Paralysis Fluid	Glacial Ice	Magic Staff Fragment	Paraweed Needle	Paralyzing Thorn
Man Eater	160	None	Earth	Poison Oil		Sticky Tape	Poison Oil		
Manta (1st Battle)	620	Organic	Water			Beast Hide Rasp			
Manta (2nd Battle)	960	Organic	Water						
Mantalas (1st Battle)	3050	Organic	Water			Bug's Stomach			
Mantalas (2nd Battle)	4180	Organic	Water						
Melee Kelolons	80	Kelolon	Water	Kelo-Oil		Kelo-Oil			
Money	1590	None	Wind	Thief's Key Ring	Invisibility Potion	Mother Nature's Spirit	Thief's Key Ring	Master Thief Tool	Ceremonial Crystal
Money	10170	None	Earth						
Money-Money	8240	None	Wind			Biography of Backyard			
Neo Generator	1830	Mechanical	None						
Nightflier	220	Aerial	Wind	Gale Wing		Sticky Tape	Sharp Beak	Blinding Powder	
Numara Cavalry	430	None	None			Junk Parts			
Numara Heavy Corps	420	None	None	Whetstone		Junk Parts	Sandman's Seal		
Numara Soldier	370	None	None			Whetstone			
Numara Soldier	260	None	None	Healing Herb		Pumice of Despair			
Numara Soldier	300	None	None			Junk Parts			
Numara White Magician	490	None	None	Eye Drops		Black Pearl Powder	Magic-Sealing Feather		
Numara White Magician	370	None	None	Circlet		Circlet			
Plant Dragon	940	Spirit Magic	None	Mint Powder		Quality Iron Sand	Pumice of Despair	Hard Skin	
Platinum Kelolon	2480	Kelolon	Water	Kelo-Oil	Death Powder	Kelo-Oil	Kelo-Helmet	Kelolon Heart	

Enemy	HP	Type	Element	Steal 1	Steal 2	Drop 1	Drop 2	Drop 3	Drop 4
Puppet Master	770	Magic	None						
Raptor	565	Beast	Fire	Guardian Ore		Magma Fragment	Crimson Treasure	Beast Hide Rasp	Whetstone
Raptor	1000	Beast	Fire						
Raptor Boss	2970	Beast	Fire						
Rarement	20120	Spirit Magic	None	Pandora's Box	Cape of Illusions	Pandora's Box	Ruin Mask	Forbidden Explosive	
Red Trent	1370	Hardened	Earth	Hard Skin		Quality Iron Sand	Pumice of Despair	Hard Skin	
Red Wilber	1280	Aerial	Fire	Mist of Darkness	Perpetual Darkness	Dark Flame	Perpetual Darkness	Paralyzing Thorn	Living Brass
Reef Worm	175	Organic	Water	Cold Water Stone		Magic-Luring Stone	Paraweed Thorn		
Rotten Dragon	5680	Organic	Earth	Dragon Scale	Decaying Particle	Dragon Scale	Byproduct X	Decaying Particle	Gravestone of Fear
Rough Eater	1360	Organic	Earth			Sharp Beak			
Sarbella	260	Beast	Fire	Healing Medicine		Healing Medicine	Beast's Horn		
Savage Bat	4080	Aerial	Wind	Mana Bottle	Wyvern's Sharp Claw	Wyvern's Sharp Claw			
Schin Beetle	400	Organic	Wind	Sandman's Seal		Wind Seal Leaf	Sandman's Seal		
Seagull	1090	Aerial	Fire	Monster Bird's Plume	Phoenix Tail	Sharp Beak	Monster Bird's Plume	Seal Cross	
Security Eye	120	Mechanical	None	Junk Parts		Junk Parts			
Self-Claimed Lv. 99	770	Kelolon	Water	Kelolon's Soul		Kelolon's Soul			
Shilda	760	Magic	Fire	Gutsy Cloth	Blood Cloth Crystal	Living Brass			
Shilda	2110	Magic	Fire	Gutsy Cloth	Blood Cloth Crystal	Living Brass			
Silver Kelolon	290	Kelolon	Water	Mana Herb		Seed of Terror			
Silver Kelolon	980	Kelolon	Water	Mana Herb		Rainbow Coral	Glacial Ice		
Snowi	1000	Organic	Water	Magic-Sealing Vase	Star Absorber	Magic-Storing Stone	Star Absorber		
Soul Armor	350	Magic	None	Frontier Siderite		Quality Iron Sand	Seed of Terror		
Soul Eater Bug	450	Organic	Wind	Anti-Paralysis Herb		Insect Innards	Paraweed Thorn		
Spitura	210	Magic	Fire	Mana Herb		Blood Sucking Needle	Insect Innards		
Striker	515	None	None						
Tempter	550	Magic	None	Waterfall Cluster		Cold Water Stone	Mysterious Perfume		
Trooky	920	None	Fire	Bent Needle	Jet Black Cloth	Purgatory Ore	Thief's Charm	Brass Key	
Uhran Guardsman	840	None	None	Gate Pass		Bent Needle	Whetstone	Beast Hide Rasp	
Uhran Infantry	200	None	None	Seed of Terror	Manacles of Despair	Gutsy Cloth	Seed of Terror	Mirror Stone of Fear	
Uhran Infantry	980	None	None						
Uncle Kelolon	700	None	None	Kelo-Vitamin		Kelo-Vitamin			
Unidentified Life Form	510	Magic	None	Sun Crystal		Magma Fragment	Black Pearl Powder		
Water Elemental	9640	Aerial	Water	Glacial Ice	Sealing Stone	Spent Magic Engine	Magic-Sealing Feather	Seal Cross	Sealing Stone
Water Beast	2990	Beast	Water	Sun Crystal	Beast King's Claw	Purgatory Ore	Raging Beast's Eye	Unicorn's Horn	Adamantine Ore
Weed	930	Organic	Water	Demon Sculpture		Cold Water Stone	Rainbow Coral	Sandman's Seal	Nightmare Seal
White Beast	20840	Beast	Water	Beast King's Claw	Replica Staff	Living Brass	Unicorn's Horn	Forbidden Explosive	
White Dog	1360	Beast	None						
White Terror	1190	Beast	Earth	Gutsy Cloth	Blood Cloth Crystal	Quality Iron Sand	Nutrition of the Earth	Beat Stone	
White Wilber	1280	Aerial	Water	Giant Feeler	Invisibility Potion	Bug's Stomach	Black Monster Bug Oil	Necrosis Mold	Living Brass
Wifeena	160	Kelolon	Water	Healing Medicine		Healing Medicine			
Wild Earth Ball	1880	Magic	Earth						
Wild Fire Ball	1880	Magic	Fire						
Wild Wind Ball	1880	Magic	Wind						
Wind Elemental	9640	Aerial	Wind	Fujin Drum	Fairy's Cradle	Demon Sculpture	Sandman's Seal	Nightmare Seal	Fairy's Cradle
Wind Sphere	650	Magic	Wind	Gale Wing	Round Spirit Stone	Fujin Drum	Round Spirit Stone	Adamantine Ore	Living Brass
Wise Man	770	Magic	Water						
Yeti	2790	Beast	Earth	Manacles of Despair	Death Powder	Iron Ball of Ruin	Gravestone of Fear	Adamantine Ore	Sealing Stone
Zagan	1200	Beast	Earth	Frontier Siderite		Whetstone	Beast's Horn	Seed of Terror	

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Mack	AIKO(Flip-Flap)
Gongora	Haruhiko Joh
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Tolten	Chad Brandon
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Lirum	Shelly Callahan
Roxian	H. Richard Greene
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Funeral Director Melvi	Danny Shorago
Adjutant General/Barkeeper/Citizen	Gregg Berger
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<< ROBOT >>	
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	Kibou Iwakura
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	Naoaki Kawamura
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	Hayato Imatsuji
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	Kyoko Yonemoto
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	Shuichi Osawa
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